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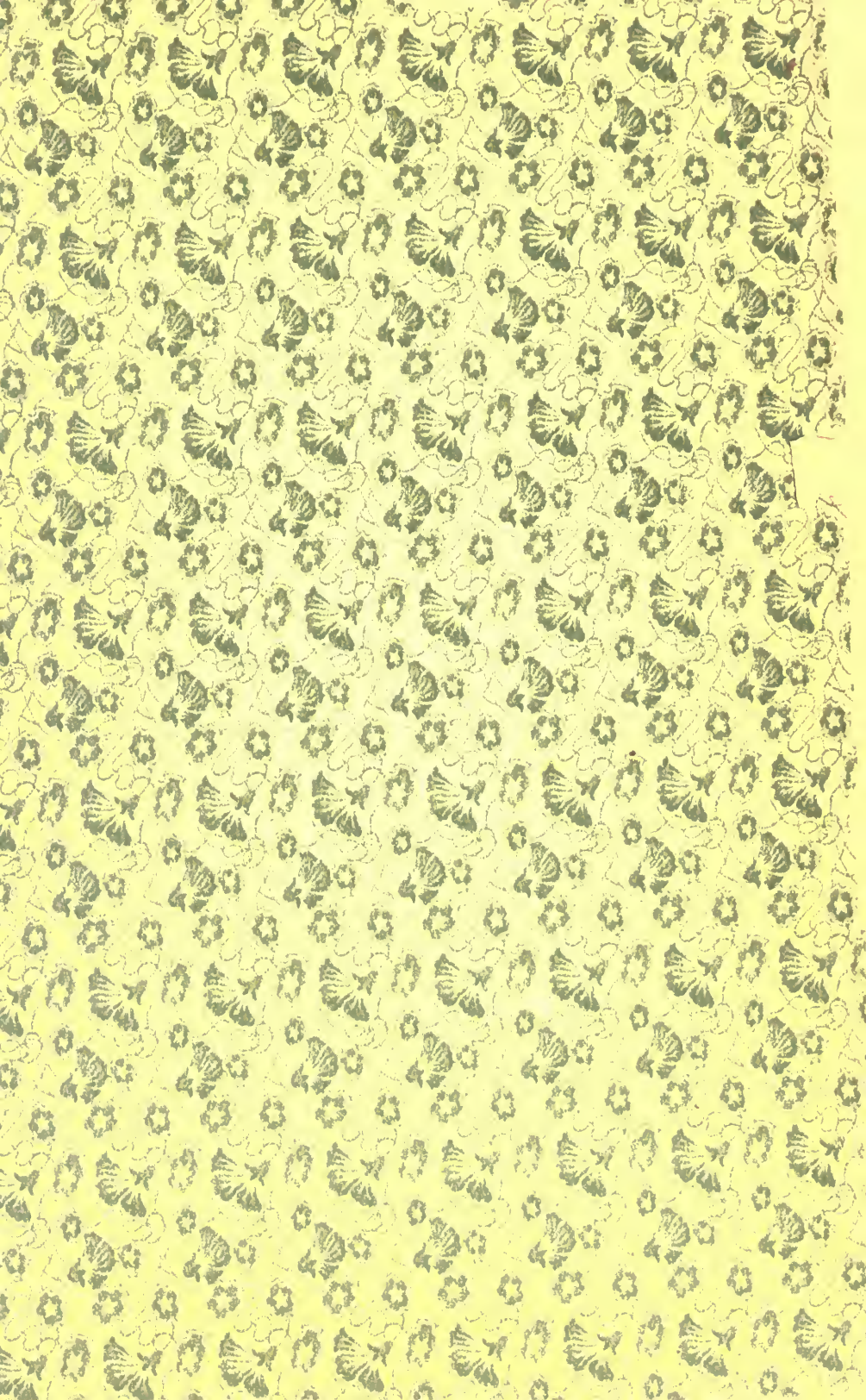
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RIGA MATCH AND  
CORRESPONDENCE  
GAMES

CONDUCTED AND ANNOTATED  
BY THE COMMITTEE OF THE

RIGA CHESS CLUB

WITH

RICE GAMBIT SUPPLEMENT

AND

APPENDIX FOR CORRESPONDENCE PLAYERS

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1916

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AMERICAN CHESS BULLETIN  
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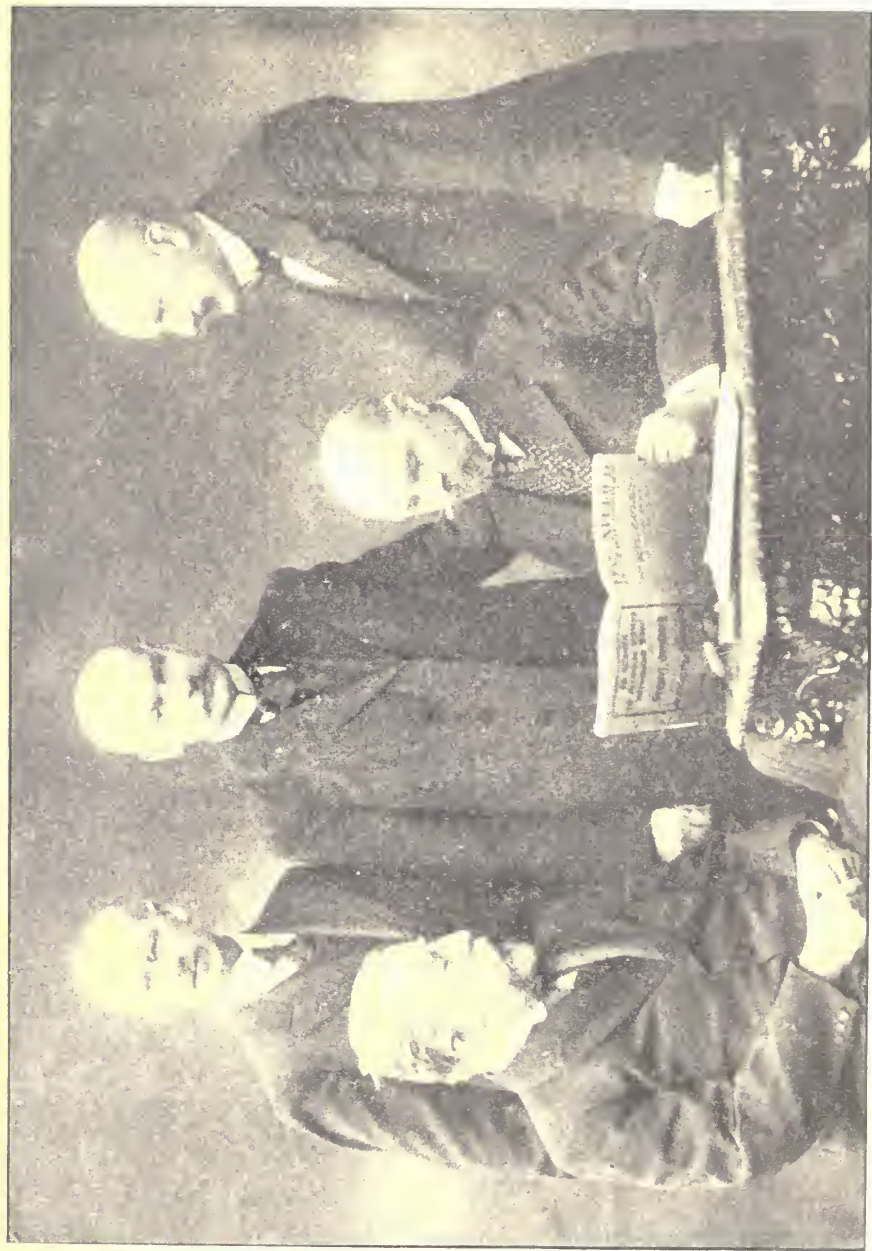
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TOURNAMENT COMMITTEE OF THE RIGA CHESS CLUB.



Sitting (left to right) PROFESSOR DR. P. BOHL and PAUL KERKOVICUS.  
Standing (left to right) ROBERT BEHTING, CARL BEHTING and AUGUST LUETH.



## INTRODUCTION.

In chess the name of Riga is surely one to conjure with, for it has been synonymous with efficiency in analysis and depth of research these many years past an efficiency that, in the case of the Baltic seaport, has spelled unparalleled success. During a period of years, stretching from 1896 to 1910, a series of matches, consisting of two games each, were contested by the tournament committee of the Riga Chess Club with various clubs of high standing, including the Berlin, Moscow, Stockholm and Orel Chess Clubs. Moves in these games were exchanged by telegraph, but under a time limit and other conditions similar to those which obtain in correspondence chess. In other words, ample opportunity was afforded for the widest range of analysis.

In the members of the Riga committee

that club had the services of men who may well be said to have few peers in the art of dissecting a chess position and dragging forth to light its manifold possibilities. The list includes some names of world-wide renown in the field of end-game studies and problems. Every member of the committee is possessed of much more than the average intelligence and each is a man of parts wholly apart from chess. That such a company working in unison should produce results worth while and make contributions of lasting value to the analysis of the game goes without saying. Following is the roll of honor: Professor Dr. P. Bohl, Paul Kerkovius, Carl Behring, Robert Behring and August Lueth.

These gentlemen responded readily to the suggestion that a collection of the match games in book form would be welcomed by many chess players, with

the result that a complete set of the scores, with exhaustive analysis in each case, were placed at our disposal. The committee was also invited to make selection of a limited number of choice games played by correspondence and which originally appeared in the pages of the "Rigaer Tageblatt" and the "Baltische Schachblaetter."

Conditions directly traceable to the outbreak of the war interfered with the immediate publication of the book, which, however, should be none the less welcome because of the unavoidable delay. Meantime, the Riga Defense, brought into prominence by its use in one of the match games between Riga and Berlin in 1906, has found its way into many of the text-books. In the

committee's annotations of the game the defense is also referred to as the "Bohl Variation," credit being accorded to Professor Dr. P. Bohl.

We confidently believe that this small but select collection of games will be acceptable as classics. With the accompanying annotations they will be useful and instructive alike to the student and advanced player and will compare favorably with the painstaking analysis to be found in the works of even so eminent an authority as Dr. Tarrasch. As such we have no hesitation in recommending them to the considerate attention of chess practitioners everywhere.

HARTWIG CASSEL.

HERMANN HELMS.

New York, August, 1916.

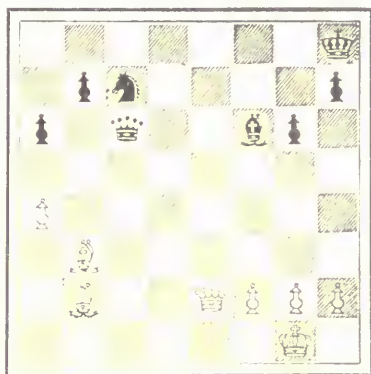
### Game No. 1—Petroff Defense.

(By Correspondence, between the Riga and Orel Chess Clubs, October, 1896,  
to January, 1898).

Riga. White:		Orel. Black:		Riga. White:		Orel. Black:	
1.	P K4	P	K4	19.	B Kt4	R	K4
2.	Kt KB3	Kt	KB3	20.	Q R3	K	Kt2
3.	KtxP	P	Q3	21.	B R6ch	K	R4
4.	Kt KB3	KtxP		22.	QR Q4	P	B3
5.	P Q4(a)	P	Q4	23.	RxP	R	xR
6.	B Q3	B	K2(b)	24.	BxR	Kt	B2
7.	Castles	Kt	QB3	25.	B Kt3	Q	K2(g)
8.	P B4	B	KKt5	26.	Q Q3	Kt	Kt4
9.	Kt B3(c)	Kt	B3	27.	B K3	R	Q*
10.	PxP	KKtxP		28.	Q B4	Q	Q2(h)
11.	B K4	B	K3(d)	29.	P Q5	B	xP
12.	Q Q3(e)	P	QR3(f)	30.	Q K2(i)	B	B3
13.	P QR3	B	B3	31.	PxP	Q	xP
14.	R K4	QKt	K2	32.	RxRch	B	xR
15.	Kt KKt5	P	KKt3	33.	P QR4	Kt	B2
16.	KtxB	P	xKt	34.	B Q4ch	B	B3
17.	KtxKt	KtxKt		35.	B Kt2!!(j)		Resigns
18.	B B3	K	B2				

Position at the conclusion of the game.

Black (Orel)—Eight Pieces.



White (Riga)—Eight Pieces.

(a) With 5. P—Q3, KKt—B3; 6. P—Q4, P—Q4; 7. B—Q3 White could have initiated the normal variation of the French Defense.

(b) Not so good would have been 6....B—Q3, whereupon the following variation would have been in order; 7. Castles, Castles; 8. P—B4, B—K3? 9. Q—B2, P—KB4 (or Kt—KB3; 10. P—B5, B—K2; 11. Kt—QB3, Kt—QB3; 12. P—QR3, Q—Q2; 13. B—QKt5 and Kt—K5); 10. Q—Kt3, PxP; 11. QxKtP, P—B3; 12. BxKt, PxB; 13. Kt—KKt5, B—KB4; 14. Kt—QB3, Q—Q2; 15. QxQ, KtxQ; 16. KtxKP and White has a Pawn plus in a good position.

(c) White could here also have continued R—K1.

(d) This seems to be the best move here. If 11....Kt—KB3 instead; 12. BxKt, PxB, 13. Q—Q3, threatening Kt—K5, thereby getting a Pawn position on the Queen's wing, which must be considered of doubtful merit.)

(e) Seemingly a very strong continuation would have been 12. Q—Kt3. Black could not then have taken the Kt because of the rejoinder QxKtP, which would have gained a Pawn and a good position for White. The only reply for Black to avoid loss of material and position would have been 12....QKt—Kt5 (note by Professor P. Bohl).

(f) This move is only loss of time. The correct move at this stage of the game would have been QKt—Kt5. The

White Queen would then have had to retire to K2. (Had he played Q—Kt5ch, instead, Black would at least have drawn by 13....P—B3; 14. QxKtP, QR—Kt; 15. QxRP, R—R; 13....P—QB3; 14. P—QR3, Kt—R3, with a safe game for Black.

(g) If 25....BxP; 26. B—KB4, which wins a piece or mates.

(h) Black cannot afford to regain the Pawn with 28....KtxQP, on account 29. RxKt, which would win a piece.

(i) In all probability R—Q2, to be followed by PxP, would have been sufficient. The text move makes quite a pretty finish possible.

(j) A charming move, but also the only one which brings about a decision at once. In reply to 35. Q—B4, Black would have had the pretty defense of 35....Kt—Q4. True, White could then continue with 36. QxQ, PxQ; 37. BxKt, BxB; 38. BxB, thus winning a Pawn, but it would scarcely have been sufficient, as Bishops of opposite colors would have been left on the board. The text move forms the groundwork for the peculiar conclusion, so much like a study, of the line of play initiated by the 30th move. The win of the game is scarcely visible at first sight, but if the position is more closely inspected, one will soon get the conviction that, in view of the two threats, 36. Q—K7 and Q—QB4, nothing can be done. The diagram shows the final position.

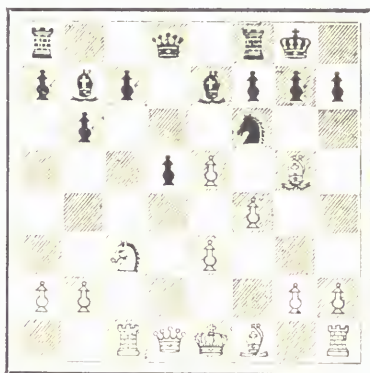
## Game No. 2—Queen's Gambit Declined.

(By Correspondence, between the Riga and Orel Chess Clubs, October, 1896,  
to January, 1898).

Orel. White:	Riga. Black:	Orel. White:	Riga. Black:
1. P—Q4	P—Q4	7. R—B	B—Kt2
2. P—QB4	P—K3	8. PxP	PxP
3. Kt—QB3	Kt—KB3	9. Kt—K5	Castles
4. B—Kt5	B—K2	10. P—B4?(a)	KtxKt(b)
5. P—K3	P—QKt3	11. QPxKt(c)	
6. Kt—B3	QKt—Q2		

Position After the 11th Move of White.

Black (Riga) — Fourteen Pieces.



White (Orel) — Fourteen Pieces.

11. . . .	R—Kt(d)	22. R—B2	Kt—K5
12. B—Kt5(e)	P—B3	23. Q—K	Kt—Q3
13. B—Q3(f)	Kt—Q2	24. Q—Kt3	P—B5
14. BxB	QxB	25. PxP	PxP
15. Q—B2(g)	Q—R5ch	26. B—K2(h)	P—QKt4
16. Q—B2	Q—R3	27. B—Kt4	B—K5
17. Castles	P—KB3	28. R—Kt2	B—Q6
18. PxP	KtxP	29. R—B3	P—Kt5
19. Kt—Q*	R—K2	30. RxP	B—K7
20. P—KR3	P—B4		
21. P—QKt3	QR—K		

Resigns(i)

(a) As long as the KB remains undeveloped, such an advance of the KBP should have been omitted. B—Q3 was the correct play.

(b) This fine move which, seemingly, loses a Pawn, is the beginning of a far-reaching sacrifice combination.

(c) If 11. BPxKt, Kt—Q2; 12. B—B4 and the game would have been even.

(d) The pith of the tenth move.

(e) White takes care not to accept the sacrifice, for 12. . . . B—B4 would have followed with a strong attack; for instance, 1—13. B—Q3, BxP; 14. Q—



R5. P Kt3; (wrong would have been 14. . . BxRch; 15. K-Q); 15. Q-R6, QxP; 16. BxQ, BxPch, to be followed by BxQ and Black has three Pawns for the piece in a good position; II. 13. P-B5, P-Q5; 14. Kt-K2, P-Q6; 15. Kt-B3, BxP; 16. BxB, Q-Q5; 17. BxP, QxRch; 18. B or Kt-K2, BxP, etc.; III. 13. P-K4, P-Q5; 14. Kt-R4, BxP; 15. K-B2, P-Q6ch; 16. KtxB, Q-Q5ch; 17. K-Kt3, Q-K6ch; 18. K-R4, PxKt; 19. PxP, Q-B7ch; 20. K-R5, B-Kt3ch; 21. K-R6, Q-Q5, or 21. K-Kt4, P-KR4, etc.; IV. 13. PxP, P-KB3; 14. B-Q3, PxP; 15. Q-R5, RxPch; 16. K-Q2, RxRch; 17. KxR, P-Q5; 18. Kt-K4, BxKtch; 19. KxB, Q-K2ch, etc., etc.

(f) If now PxKt, Black can also reply with B-B4, when similar variations to those given in note (e) could be played. If, after PxKt, B-B4, White should continue with KtxP, Black, in spite of having lost the exchange, would remain with the superior position as after 14. . . PxKt; 15. BxR, QxB would have followed; for instance: 16. Q-K2 (if P-B5 instead, 16. . . BxP; 17. BxB, QxRch), BxP; 17. R-B2, P-Q5, threatening P-Q6, etc.

(g) Castling, instead, would have lost a Pawn, as can easily be seen.

(h) Of course, the taking of the Pawn would have lost the exchange.

(i) White resigns, as the position is now untenable.

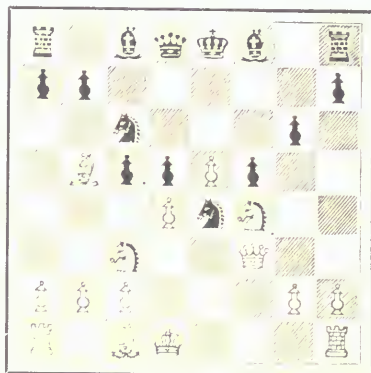
### Game No. 3—Vienna Opening.

(By Telegraph, between the Riga and Moscow Chess Clubs, November, 1899, to April, 1900).

Moscow. White:	Riga. Black:	Moscow. White:	Riga. Black:
1. P-K4	P-K4	6. KKt-K2	Kt-QB3(b)
2. Kt-QB3	Kt-KB3	7. P-Q4	Kt-Kt5
3. P-B4	P-Q4	8. K-Q(c)	P-B4(d)
4. BPxP	KtxP	9. Kt-B4(e)	P-KKt3(f)
5. Q-B3(a)	P-KB4	10. B-Kt5ch	Kt-B3(g)

Position After Black's 10th Move.

Black (Riga) Fifteen Pieces.

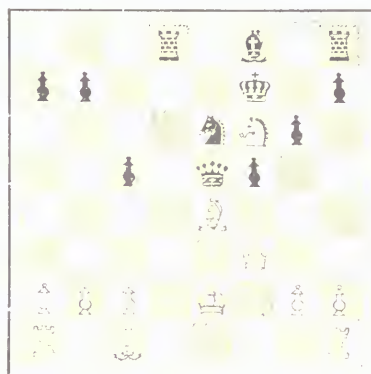


White (Moscow) Fifteen Pieces.

- |                |         |              |      |
|----------------|---------|--------------|------|
| 11. QKtxP(h)   | K—B2(i) | 15. K—K2(k)  | Q—Q5 |
| 12. B—B4       | KtxQP   | 16. B—Q5(l)  | R—Q  |
| 13. Kt—B6ch(j) | B—K3    | 17. BxKKt(m) | QxKP |
| 14. KtxB       | KtxKtch |              |      |

Position After Black's 17th Move.

Black (Riga) Twelve Moves



White (Moscow) Twelve Moves

- |               |         |             |          |
|---------------|---------|-------------|----------|
| 18. K—B2(n)   | KxKt    | 22. K—R3(r) | P—KR3    |
| 19. BxKtP(o)  | P—QB5   | 23. R—Q     | RxB      |
| 20. P—KKt3(p) | B—B4ch  | 24. R—Q5(s) | KtxKt4ch |
| 21. K—Kt2     | R—Q2(q) | Resigns (t) |          |

(a) This move, which was formerly played, especially so by W. Paulsen, we have not seen adopted by modern chess masters. It seems to lead to a very interesting, and not unfavorable game for White. The Moscow committee deserves great credit for having adopted this variation, which leads to a game full of excitement and of combinations from beginning to end.

(b) Only by starting a counter demonstration can Black offset the quiet and mighty development of pieces on the part of White.

(c) This early forfeiture of the privilege of Castling is not so important as

one would feel inclined to think at first sight.

(d) The only move to enable Black to maintain the attack. In reply to any other move, as, for instance, B—K2+ 9, P—QR3 would have followed. The Kt would then have to retire to QB3 and the farther development of Black would have been very difficult.

(e) The text book of Von Bardleben and Mieses makes White continue here with 9. P—QR3 a move which harms nobody. White, however, rightly continues with the much stronger move in the text.

(f) Unfortunately forced. If 24. R—

PxP instead, Black would soon be lost, as will be seen from the appended variations; 9...PxP; 10. Q—R5ch, P—Kt3!; 11. KtxKtP, PxKt; 12. QxPeh, K—Q2 (if K—K2; 13. KtxKt, threatening B—Kt5ch); 13. P—K6ch, K—B2; 14. Kt—Kt5ch, K—Kt; 15. B—B4ch, B—Q3; 16. KtxB, KtxKt; 17. P—K7, winning the Queen or mating.

(g) If K—B2 instead, 11. KtxKt and White, after BPxKt, would get a strong attack by 12. Q—B2.

(h) It is doubtful whether KKtxQF would have been stronger. Black would then have replied with B—Kt2 and, after 12. KtxKt, PxKt; 13. QxP, Black could have continued with B—B4. The later move would have led to very interesting variations, favorable for Black, for instance, 14. Kt—B6ch, K—B; 15. Q—B4, KtxQP; 16. Kt—Q7ch, K—B2 (under no circumstances K—Kt, on account of QxKt or QxB); 17. B—B4ch, Kt—K3, and Black has the better game.

(i) B—Kt2 was perhaps the safer move and just as good, but Black was also determined to contribute something towards making things lively.

(j) If 13. Kt—B3 dis. ch. instead, Black would have continued K—Kt2.

(k) Here K—K came strongly under consideration. The difference between this and the text move consists principally in that Black, in case of K—K, would have continued with 15...Q—Q5 and that he then could not take the KB with check. But even after the text move White has the best chances for a draw.

(l) Here BxKtch, KxB; 17. KtxKt,

QxKtch; 18. QxQ, PxQ would have been preferable. True, Black would then have had a little better game, but he scarcely could have forced a win. Interesting also would have been the continuation after 16. BxKtch, KxB; 17. R—Q, QxKP; 18. B—B4 (if 18...QxKt; 19. Q—Kt3ch, when mate would soon follow). The more correct continuation for Black, however, would then have been 17...Q—B5ch; 18. K—K; B—K2, etc.

(m) Probably best. If R—Q instead, Black would have played with advantage RxB. The following variation will be of interest: 17...RxB; 18. KtxR, QxKP; 19. K—B; Kt—Q5; 20. Q—Q3, QxRP, etc.

(n) With Kt—Kt4, QxBch; 19. QxQ, PxQ, White could have had better chances; the win in that event, was not at all easy for Black. After the text move Black gets a decided advantage.

(o) The only move. If B—Q3 instead, Black would at once win by P—QB5.

(p) Although White's game could not have been kept intact very long, the White allies could have given more trouble by 20. B—K3, B—B4; 21. KR K.

(q) Threatening first Kt—Q5 and second RxB.

(r) In order to be able to retreat the Q—Kt2 in answer to 22...Kt—Q5.

(s) If 24. QxR instead, then follows 24...Kt—Kt4ch; 25. K—R4, Q—K7, etc.

(t) If BxKt, PxKtch; 26. K—Kt2, P—Kt5, etc.

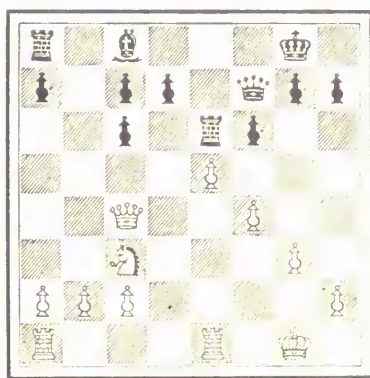
# Game No. 1—Ruy Lopez.

(By Telegraph, between the Riga and Moscow Chess Clubs, November 1899, to April, 1900).

Riga. White:	Moscow. Black:	Riga. White:	Moscow. Black:
1. P K4	P K4	10. R K(a)	R K(b)
2. Kt KB3	Kt QB3	11. Q B4(c)	Kt B4
3. B Kt5	Kt B3	12. Kt KKt5	BxKt
4. Castles	KtxP	13. BxB	QxB
5. P Q4	B K2	14. QxKt(d)	R K3(e)
6. Q K2	Kt Q3	15. P KKt3(f)	P B3
7. BxKt	KtPxB	16. P B4	Q R4
8. PxP	Kt Kt2	17. Q B4	Q B2
9. Kt B3	Castles		

Position After Black's 17th Move.

Black (Moscow) Twelve Pieces.



White (Riga) Twelve Pieces.

18. Kt K4	P - KR3(g)	22. PxP	RxRch
19. Q B3	PxP	23. RxR	PxP
20. Kt B5(h)	R K2	24. Kt K4	Q Q4
21. PxP	P - Q3	25. Q - Kt3	Drawn(i)

(a) Formerly Kt Q4 was considered the strongest continuation and the greatest masters felt very uncomfortable when they had to fight against this move. In 1894, Bardeleben and Mieses

maintained in their text book that White gets the better game with it. Then came Lasker, who made a simple reply, B B4, and Kt Q4 lost its terrors. Soon there came a complete change of opinion. The

moves, Kt—Q4 and even 9. Kt—QB3, were considered weak and they continued according to the example set by Lasker in a game against O. C. Mueller in London with 9. P—QKt3. This move was considered good until Pillsbury, in the second game of the tie match against Dr. S. Tarrasch (Vienna, 1898), demonstrated how, by transposition of moves, namely, by 10. R—K and 11. Kt—Q4, Lasker's defense of B—B4 could be avoided.

(b) Formerly Kt—B4 was played here, the continuation being 11. Kt—Q4, Kt—K3; 12. B—K3, KtxKt; 13. BxKt, P—Q4. Inasmuch as Dr. Tarrasch, on account of 14. Kt—QR4, obtained the worse position in the aforesaid game with Pillsbury, this defense is considered insufficient. Maroczy, therefore, found it essential to invent something new in place of Kt—B4 in his game against Cohn, played in London, 1899, and he adopted the text move of this game. Both annotations from the "Wiener Schachzeitung" to the game between Pillsbury and Lasker, played in the London tournament of 1899, are 14. in order.

(c) This strong move, first suggested by S. Alapin in the "Schachfreund" was tried by several masters, especially so by Tschigorin.

(d) Inasmuch as Black is so little developed on the Queen's side of the board, White's position is preferable.

(e) Preparing P—B3, which, on ac-

count of 15. Q—B4ch and PxP, would not be very good now.

(f) Played with the intention of continuing with P—KB4 and thus to hold the KP, which maintains a strong pressure and prevents the development of Black. Q—R5 also came in consideration here, while, on the other hand, the move R—K3, suggested by Alapin, would have been out of place, on account of P—B3; 16. QR—K<sup>1</sup> (if 16. P—KB4, QxBP; 17. QR—KB<sup>1</sup>, RxP, with an advantage for Black), PxP; 17. P—KB4, QxBP; 18. R—KB<sup>1</sup>, P—Q3; 19. RxQ, PxQ; 20. QR—K4, B—R3; 21. RxP, R—KB; 22. P—KR3 (if Kt—K2 instead, R(K3)—B3), R—B8ch; 23. K—R2, RxR; 24. RxR, R—B8; 25. RxP, RxP; 26. RxP, B—B8, etc.

(g) 18. . . . P—Q4; 19. PxP, e. p., Px xP; 20. KtxQP would, of course, be bad for Black.

(h) It would have been stronger to take the pawn at once, inasmuch as the development of Black would have been considerably retarded. If PxP, Q—K (and what else could Black do?), then follows 21. Kt—B5, R—K2; 22. OR—Q<sup>1</sup> and the White game looks very strong.

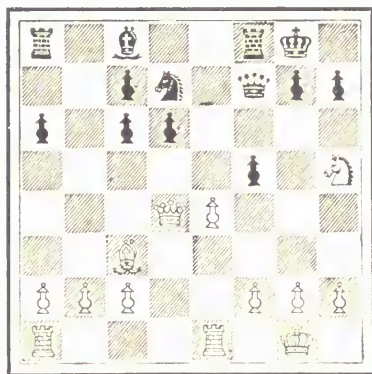
(i) Here White proposed a draw, which was accepted. Even with Kt—B2, White could scarcely have got more than a draw, as, for instance, 25. . . . B—K3; 26. R—Q, QxP; 27. P—Kt3, Q—R3; 28. RxP, B—Q4; 29. R—Q7, B—B2; 30. R—B7, R—QB, and Black has a valid defense.

### Game No. 5—Ruy Lopez.

(By Telegraph, between the Riga and Stockholm Chess Clubs, January, 1904, to October, 1904).

Riga. White:	Stockholm. Black:	Riga. White:	Stockholm. Black:
1. P—K4	P—K4	9. Kt—K2(d)	Castles
2. Kt—KB3	Kt—QB3	10. Kt—Kt3	B—B3
3. B—Kt5	P—QR3	11. Kt—R5(e)	PxP
4. B—R4	Kt—B3	12. KtxQP	Q—K2!
5. Castles	B—K2(a)	13. R—K(f)	BxKt
6. Kt—B3	P—Q3(b)	14. QxB	P—KB4(g)
7. BxKtch	PxB	15. B—Q2	Q—B2
8. P—Q4	Kt—Q2!(c)	16. B—B3	

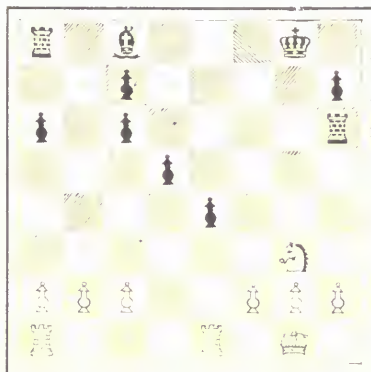
Black (Stockholm)—Thirteen Pieces.



White (Riga)—Thirteen Pieces.

16. . . .	PxP(h)	19. BxKt	RxB
17. QxPch(i)	QxQ	20. Kt—R5	R—R3
18. KtxQ	Kt—B3(j)	21. Kt—Kt3	P—Q4

Black (Stockholm)—Ten Pieces.



White (Riga)—Ten Pieces.



22. P—KB3            B—Q2(k)  
 23. PxP                R—K  
 24. PxP                PxP  
 25. RxRch            BxR

26. R—K1            K—B1  
 27. Kt—B5            R—QKt3  
 28. P—QKt3           B—Kt3  
 29. R—K5(l)

(a) Kt:P is the alternative main line of play, leading to well known variations.

(b) The text books recommend to drive the Bishop first by means of P—QKt4, before playing P—Q3, but this seems to be a matter of taste.

(c) An excellent continuation, principally indulged in by the late Tschigorin.

(d) White cannot make up his mind to continue with PxP for the following reason: If Black retakes the Pawn he, truly enough, would get a double Pawn on the QB file, but, first of all, the seemingly weak Pawn on QB3 cannot be attacked for some time to come, and, second, the Bishop on K2 gets freedom of action, not at all agreeable to White. An example showing this characteristic position is to be found in a game from the match played at St. Petersburg between Tarrasch and Tschigorin.

(e) 11. PxP would still be disadvantageous for White, while Kt—B5 would be successfully answered with P—Q4.

(f) The continuation KtxQBP, QxP; 14. KtxBch, KtxKt; 15. Kt—Q4 would lead to nothing.

(g) Now Black becomes aggressive. Wholly unsound would be White's continuation 15. Q—B4ch, K—R; 16. QxBP, on account of Kt—B1; 17. QxR, B—K2, to be followed by R—R.

(h) A very good continuation for Black would have been Kt—K1. The game might have then been continued as follows: P—KB4 (if KtxKtP, QxKt; 18. P—KB4, Kt—Bch), QxKt; 19. Px

Kt, P—B5, and White must have no illusions whatever, but must continue with R—KB/in order to get an even game. Dangerous would have been the following continuation: (a) 20. PxP, Q—Kt3; 21. PxP, for otherwise Black would play PxP in a very good position, P—B6; 22. Q—B2, B—R6; 23. P—Kt3, and the White position, after the Pawn on B7 has been captured, is not at all to be envied; or (b) 20. Q—B4ch, K—R; 21. QxBP, B—R6; 22. PxP, P—B6, with a decisive attack; for instance, 23. B—Q4, QxRP; 24. K—B2, QxRPch; 25. K—K3, PxP; 26. B—B5, QR—Q; 27. BxR, Q—B5ch, etc. If Black abstained from this continuation he did it because of the fact that White, with a correct defense and in consideration of there being Bishops of opposite colors on the board, may easily get a draw.

(i) Of no avail would have been 17. RxP, on account of Kt—K4; 18. P—KB4, P—B4, and White soon gets into a bad position.

(j) In consideration also came here Kt—B4. Black probably overlooked the consequences of White's twenty-second move.

(k) Black is forced to sacrifice a Pawn, for with 22...PxP; 23. R—KSch, K—B2; 24. QR—K, Black cannot prevent the loss of the game; as for instance, 24...P—B7ch; 25. KxP, R—B3ch; 26. K—Kt, B—Kt2; 27. QR—K7ch, K—Kt3; 28. RxR, BxR; 29. R—K8, B—Kt2; 30. R—Kt8, and wins the Bishop; or 24...R—B3; 25. QR



K7ch, K Kt3; 26. R KtSch, K R3; 27. R K5, etc.

(D) At this stage of the game Stockholm resigned the match and no addi-

tional moves were made. It may reasonably be considered that Riga, having a Pawn to the good, would have won the game anyhow.

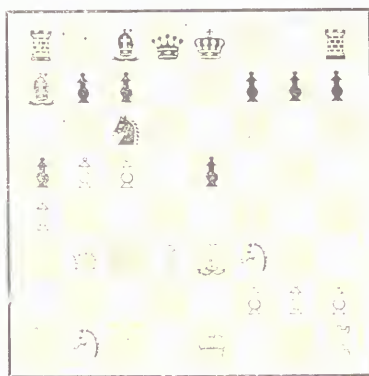
### Game No. 6—Giuoco Piano.

(By Telegraph, between the Riga and Stockholm Chess Clubs, January, 1904, to October, 1904).

Stockholm. White:	Riga. Black:	Stockholm. White:	Riga. Black:
1. P K4	P K4	8. B K3(b)	P-Q4(c)
2. Kt KB3	Kt QB3	9. PxP	KtxQP
3. B B4	B B4	10. BxKt	QxB
4. P B3	Kt B3	11. P-B4	Q Q
5. P Q3(a)	P Q3	12. P B5(d)	B-R2
6. P QKt4	B Kt3	13. Q Kt3	P-QR4
7. P QR4	P QR3	14. P Kt5	Kt-Kt5(e)

Position After White's 14th Move.

Black (Riga) -Fourteen Pieces.

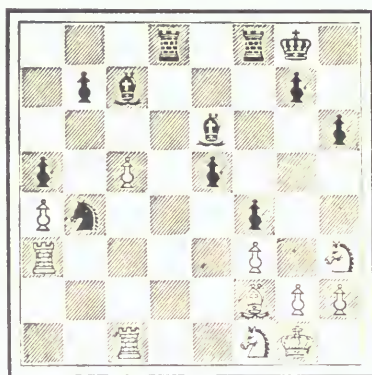


White (Stockholm) -Fourteen Pieces.

15. Castles(f)	QxP	22. P Kt6	B Kt
16. QKt Q2(g)	B K3	23. Kt Kt5	B Q4
17. QxQ	KtxQ	24. PxP(i)	BxBP
18. R R3	R Q	25. P B3(j)	P R3
19. Kt K4	Castles	26. Kt R3	B K3
20. KKt Q2	Kt Kt5(h)	27. Kt B(k)	P B5
21. R B	P B4	28. B B2(l)	

Position After White's 28th Move.

Black (Riga)—Twelve Pieces.



White (Stockholm)—Eleven Pieces.

28. ....	R—Q4	Resigns(m)
29. R—Kt3	KR—Q	

(a) The continuation 5. P—Q4. PxP; 6. PxP, B—Kt5ch; 7. Kt—B3 (move by Greco), KtxP; 8. Castles. BxKt; 9. P—Q5, recommended and analyzed by J. Moeller, of Copenhagen, leads to very interesting variations, full of complications, resulting, according to the fullest and latest analysis, in more or less favorable positions for Black. Hence in a game like this, played by correspondence, the move could scarcely come into consideration, although an equal position might be established after 5. P—Q4. PxP; 6. PxP, B—Kt5ch, with 7. B—Q2.

(b) White's attack on the Queen's wing, together with the last Bishop move, was formulated with the purpose of forcing an exchange of Bishops on K3 and thereby opening the KB file for the Rook. Had he succeeded in that,

White would indeed have got the freer game.

(c) An interesting rejoinder. Through this advance in the centre of the board Black tries to create a new aspect to the game.

(d) It seems as if this move, plausible as it is, seeing that the Bishop is put out of commission, may have brought about the loss of the game. Preferable would have been 12. BxB, PxP; 13. Castles. The two weak Pawns on Q3 and QKt4 do not gain in strength by sticking to the Bishop. The game might then have continued 13... P—B3 (less good would have been any Bishop move or even KtxP); 14. P—Kt5. PxP; 15. BPxP, Kt—Q5. Black, after Castling, would then perhaps have the freer game (the attack of White by means of 16. KtxKP, PxKt;

17. Q—R5ch, does not win), though a clear advantage for Black cannot be seen.

(e) Very tempting would have been here 14. . . . Kt—Q5, inasmuch as, after 15. BxKt, Px B; 16. Q—B4, Q—K2ch, the White QBP is lost. White, however, plays 15. Q—B3 in reply to Q—Q4. 16. KtxKt. Then the following continuation would probably have ensued: 16. . . . QxKtP; 17. R—B, B—R6; 18. Kt—Q2, PxKt; 19. QxQP, Castles; 20. Castles QR, and White has decidedly the better game. Even with 15. . . . KtxKtch; 16. PxKt, the White position would be superior.

(f) Even with 15. KtxP, B—K3; 16. Q—B3, P—KB3; 17. Kt—KB3, QxP; 18. QxQ (Kt—B7ch was threatening), KtxQch; 19. K—K2, KtxQBP, the Pawn is lost for White (20. R—QB, Kt—Kt6).

(g) Very interesting would have been here the continuation of 16. Q—Kt2. Black would then be compelled to play P—KB3, whereupon the game would have continued as follows: 17. KtxP, Q—B7; 18. Q—Q4, Q—B4. As can

easily be seen, Black now threatens Kt—B7 and also the capture of the Pawn.

(h) Played in order to be able to continue B—Q4 in answer to White's Kt—Kt5.

(i) If White had not captured a Pawn, Black would have done so and, in reply to PxP, he would have continued B—Q3. In any case the B, after having been in prison so long, is splendidly justified in his actions.

(j) P—B5 was threatening.

(k) Also in consideration came Kt—Kt. The text move was made on account of the threatening 27. . . . R—Q4; 28. B—Q2, Kt—Q6, inasmuch as now 29. Kt—K3, with drawing chances, could follow.

(l) If B—Q2 instead, Black wins the important QBP. After the text move, White's King's wing is totally destroyed and White's action is almost paralyzed. Only the Rooks can move. Of course, such a state of affairs cannot be endured long.

(m) White resigns because, if they want to prevent R—Q8, they have to play QR—Kt, whereupon Black, by B—B4; 31. R—R, R—Q6, would win another Pawn.

### Game No. 7—Ruy Lopez.

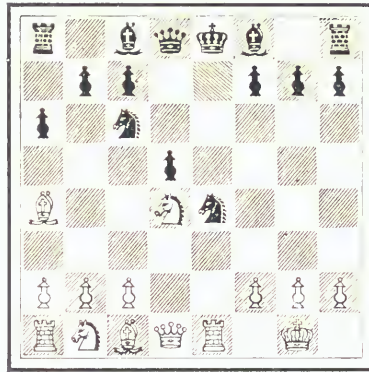
(By Telegraph, between the Riga and Berlin Chess Clubs, October, 1906, to April, 1908).

Berlin. White:	Riga. Black:
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	P—QR3
4. B—R4	Kt—B3

Berlin. White:	Riga. Black:
5. Castles	KtxP
6. P—Q4	PxP(a)
7. R—K	P—Q4
8. KtxP(b)	

Position After White's 8th Move.

Black (Riga)—Fifteen Pieces.

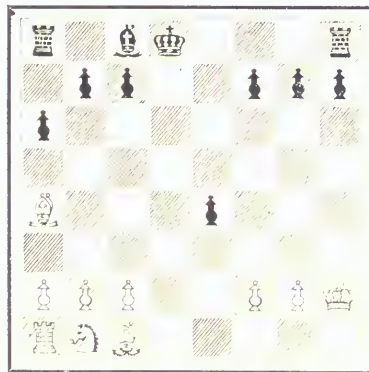


White (Berlin)—Fourteen Pieces.

8. ...	B—Q3(c)	12. Q—Q8ch	QxQ
9. KtxKt(d)	BxPch	13. KtxQch	KxKt
10. K—R(e)	Q—R5	14. KxB(g)	B—K3
11. RxKtch(f)	PxR		

Position After White's 14th Move.

Black (Riga)—Eleven Pieces.

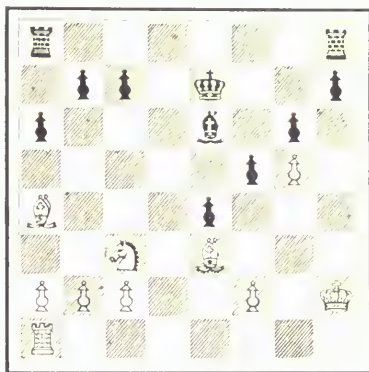


White (Berlin) —Ten Pieces.

15. B—K3(h)	P KB4	17. P—KKt4	P—KKt3(j)
16. Kt—B3(i)	K K2	18. P—Kt5(k)	QR—KKt(l)

Position After White's 18th Move.

Black (Riga)—Eleven Pieces.



White (Berlin)—Ten Pieces.

19. B—Q4	P—R3	38. R—Q7ch	R—K2
20. B—B6ch	K—B2	39. R—Q6	R—K3(s)
21. BxR	RxB	40. R—Q	K—B3
22. R—Q(m)	PxPch	41. P—QB4(t)	R—K2
23. K—Kt2	K—B3(n)	42. R—Q4	K—Kt4
24. B—Kt3(o)	BxB	43. R—Q6	P—K6!
25. RPxB	K—K3	44. P—KB3(u)	P—K7
26. P—Kt4	R—R2	45. Kt—K	P—Kt6
27. Kt—K2	R—Q2	46. P—Kt5(v)	R—R2
28. Kt—Q4ch	K—B3(p)	47. PxBP	PxB
29. P—QB3	P—B3(q)	48. R—K6(w)	R—R7ch
30. R—KR	P—Kt5	49. K—Kt	R—B7
31. R—R8	R—K2	50. Kt—B2	RxP(x)
32. Kt—K2	R—Q2	51. RxKP	R—Q6(y)
33. Kt—Q4	R—K2	52. Kt—K	R—Kt6
34. R—B8ch	K—Kt2(r)	53. R—Q2	P—B6
35. R—Q8	P—B5	54. Kt—Q3	P—R4
36. R—Q6	K—B2		
37. Kt—B2	R—K3		
			Resigns(z)

(a) A theoretical novelty by Professor Dr. P. Bohl, of Riga, which enlarges the otherwise narrow defensive horizon in the Spanish attack, and chess players ought to be grateful for this invention. This ingenious continuation (of course without 3...P QR3 and 4.

B R4) has been known to Riga chess players for a long time and was played in the nineties pretty frequently in the Riga Chess Club. The novelty, after becoming known through the present game all over the chess world, created quite a sensation or, as Dr. Tarrasch

remarked in the Berliner Lokalanzeiger, "A regular bluff." Detailed analyses are given in the Tidskrift for Schack, edited by P. S. Leonhardt and Dr. H. Krause, in Lasker's Chess Magazine and in Deutsche Schachzeitung, by J. Berger. Moreover, several games with this variation have been played in masters' tournaments.\*

(b) It is doubtful whether B—Kkt5 would be a stronger continuation here. The rejoinder 8...Q—Q3 or P—B3 would lead to very lively and complicated variations, true enough, but in either case Black seems to get the better game. After the text move, P—KB3, as well as KtxKt, is threatening. It is, therefore, problematical how Black can turn the game in his favor.

(c) This counter attack is the bridge, which allows or makes possible the crossing of the Rubicon. Unsatisfactory would have been 8...B—K3, on account of 9. KtxKt, Q—Q2; 10. P—QB4, etc.

(d) If any other move, Black, on account of his majority of pawns, very soon gets the better of it.

(e) After 10. KxB, Q—R5ch; 11. K—Kt, Q—B7ch, etc. Black had to be satisfied to draw the game at once,

which, however, would not have proven the incorrectness of White's 6. P—Q4, looked at from a theoretical standpoint. In addition to the text move, which leads to the exchange of Queens and an end game not unfavorable to Black, White had another variation at his disposal, in which White keeps the piece for two Pawns, viz.: 10. K—B! This variation has been made the subject of all the examinations hitherto published. The following short amplifications may enable the reader to form an opinion about the value of the continuation.

After 10. K—B, Q—R5, two continuations have to be considered by White, viz.: Kt—Q4ch and B—K3.

A. If the former move is played, then follows P—Kt4 (best, while K—B is also possible); 12. B—K3, Castles; 13. Kt—KB3, Q—R4; 14. B—Kt3, P—QB3 (if 14...B—Kkt5, 15. QxP, BxKt; 16. QxQ, BxQ; 17. B—Q5, QR—K; 18. BxKt, RxB; 19. P—Kkt3, P—KB4; 20. Kt—Q2, R—Kkt5; 21. Kt—KB3, BxKtP; 22. PxB, RxKtP, with a fairly even game); 15. KtxB, QxKt; 16. Q—B3 (if P—KB3 instead, then follows B—R6), P—KR4; 17. B—KB4, Q—R8ch; 18. K—K2, Q—R5; 19. B—Kt3, Q—K2; 20. K—B, KR—K; 21. K—Kt, Kt—Kt4, and Black has a winning position.

B. In case of 11. B—K3, there could follow 11...Castles; 12. Kt—Q4 (if

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\*Since these notes were written, quite a number and still more exhaustive analyses of the Bohl variation of the Ruy Lopez have appeared. According to our judgment, a final word cannot be spoken about it as yet. A much more exhaustive examination, and much

more to the point than what Dr. Tarasch has published about it, will have to be made in order to get an absolutely clear picture of the worth or uselessness of the variation invented by Professor Bohl.—"Baltische Schachblaetter."



QxP instead, then follows B—K3 and B—B5ch), B—KKt5; 13. Kt—KB3 (if P—KB3 instead, then Kt—Kt6ch; 14. K—B2, B—R4, etc.), Q—R4; 14. P—QB3, P—QKt4; 15. B—B2, P—QB4; 16. QKt—Q2, KR—K, or even 14. P—QB4, QR—Q; 15. P—QB5, B—K4.

Moreover, White could also try 11. B—KKt5. In this case, as is shown by Howell in Lasker's Chess Magazine, Black would remain in possession of a Pawn plus and the better game by 11... QxB; 12. QxQP, QxQ; 13. Kt—Kt4ch, K—Q, etc.

(f) White is now forced to indulge in the wholesale exchange of pieces. If, for instance, Kt—Q4ch instead, the Black King goes to B square and, after withdrawing the B, there is also a Knight's mate threatening on KB2.

(g) As will be seen from the diagram, giving the position at this stage, the result of the campaign is satisfactory for both parties. White has every reason to be satisfied with the possession of both Bishops and the possibilities of a free development of his pieces, while Black, with his surplus of one Rook and two Pawns against two pieces, hopes to overcome the difficulties of development and to be able to make use of his extra material.

(h) One can easily see that Kt—B3, on account of the rejoinder P—QB4, would be rather premature, inasmuch as the B on R4 could be caught. It will also be seen, in the further progress of the game, that his threat to cut off the White Bishop served Black's purpose well.

(i) Of course, Kt—Q2 came also into consideration here, to be followed by P—QB3, in order thus to prevent the

exchange of the B on R4. Furthermore, R—KB and P—KB3 could then also have been played. Black, however, had nothing to fear, had that variation been adopted by White.

(j) Black has nothing better here.

(k) Now Black's King's wing is very much cramped. The deeper one tries to go into the analysis of this position, the more one is convinced that ordinary means, such as Rooks' moves to QB/or Q/ do not overcome the hindrance at Kt4 and that Black must play a strictly defensive game, which at best might lead to a draw. He is therefore compelled to look for extraordinary means to solve the puzzle.

(l) Not an oversight, but played with intent. True, Black gives up the exchange, but he wins the KKtP. He thus remains in possession of three Pawns for the Kt, which means more than an equivalent for the end-game stage. Under the circumstances, it was a very important question to decide whether the white aims should meet the plans of the opposing party or whether it would not be better to hold the strong position, thanks to the KKt Pawn, by playing R—KKt or K—Kt2, in order, after P—KR3, to continue with 20. PxP, P—KKt4; 21. R—KR. The latter continuation would have complicated matters very much.

(m) Perhaps the best continuation. If 22. PxP, P—QB4, and, after 23. P—R3, P—B5; 24. P—Kt4, P—QKt4, Black, whether by BxKtP or KtxP, obtains a promising game, inasmuch as the chain of Pawns, already well advanced, would be a direct menace to White's K.

(n) It was not easy to play correctly here. If, for instance, P—Kt5 instead, then follows 24. B—Kt3, B—B; 25. RPs



B. K—K3; 26. Kt—Q5, R—R2; 27. Kt—B4ch, K—B3; 28. R—Q8, and things might be very unpleasant for Black. Moreover, the text move also sets a little trap.

(o) If now 24. Kt—Q5ch, K—K4; 25. KtxP (if Kt—K7; R—R3, and the Kt is in danger), B—B5, followed by B—K7 and B—B6. White could not prevent these B moves with R—Q2, for Black would play P—KB5, and, if then B—Kt3, Black can still play B—K7, etc.

(p) Of course not K—K4, on account of Kt—B6ch.

(q) A careless move, which gives away the advantage in position, accumulated with so much trouble. Black, independent of the fact that he lost an important tempo, cannot any more prevent the establishment of the White R on Q6.

(r) If K—Kt4; 35. K—Kt3, P—K6 (if any other move, Kt—K2 and Kt—B4 could follow); 36. P—B4ch, PxP (if K—R3 instead; 37. R—R8ch, K—Kt2; 38. R—R2, to be followed by R—K2 and Kt—B2); 37. KxP, and things look dangerous for Black.

(s) Black must now be satisfied with

a draw and achieves victory only because White insists upon playing for a win at all costs.

(t) This advance, which takes away the support from Q4, comes too late.

(u) If PxP instead, P—B6ch; 45. K—B2 (if K—Kt, P—Kt6), R—R2, etc.

(v) Other moves would not help either.

(w) If 48. RxBP, R—R7ch; 49. K—Kt, R—B7, and White has lost the Knight.

(x) P—QB4 instead had simplified matters still more.

(y) R—Kt6 at once could also have been played, for, if 52. Kt—Q4, R—Q6; 53. Kt—K6ch, K—Kt5; 54. KtxBP, KxKt; 55. R—K6, R—Q7ch; 56. K—Kt, P—QB4; 57. RxKtP, RxP; 58. R—B6, K—B6; 59. R—B6ch, K—K5, now Black can protect the BP and would, of course, win.

(z) White might have tried to play 54. R—Q! whereupon Black would have to answer with K—B4 in order to answer the threatening advance of the R, the exchange thereof, and the entrance of the R via R7 to KR7, followed by P—B7ch, etc., could no longer be prevented.

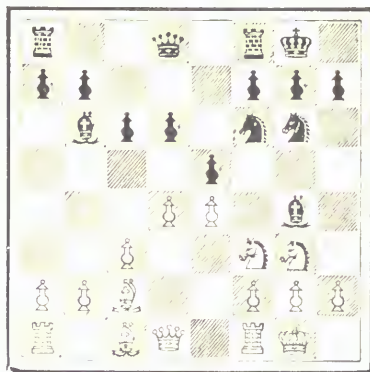
### Game No. 8—Double Ruy Lopez.

(By Telegraph, between the Riga and Berlin Chess Clubs, October, 1906, to May, 1907).

Riga. White:		Berlin. Black:	
1. P—K4	P—K4	7. Kt—K2	Kt—K2
2. Kt—KB3	Kt—QB3	8. P—B3	B—R4
3. Kt—B3	Kt—B3	9. Kt—Kt3	P—B3
4. B—Kt5	B—Kt5	10. B—R4	B—Kt3(b)
5. Castles	Castles	11. B—B2(c)	Kt—Kt3
6. P—Q3	P—Q3(a)	12. P—Q4	

Position After Black's 12th Move.

Black (Berlin) Sixteen Pieces.

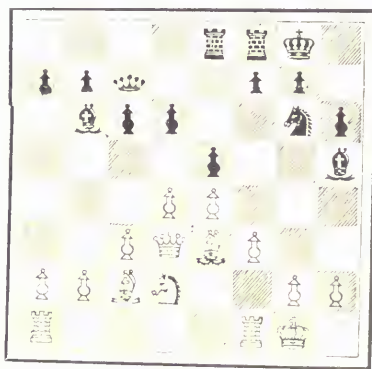


White (Riga) — Sixteen Pieces.

- |             |          |              |                       |
|-------------|----------|--------------|-----------------------|
| 12. ....    | B—Kt5    | 16. Kt—Q2(f) | P—KR3                 |
| 13. Q—Q3(d) | Kt—R4(e) | 17. B—K3     | QR—K <sup>1</sup> (g) |
| 14. KtxKt   | BxKt     | 18. P—B3(h)  |                       |
| 15. B—Kt5   | Q—B2     |              |                       |

Position After White's 18th Move.

Black (Berlin) — Fifteen Pieces.



White (Riga) — Fifteen Pieces.

- |               |          |             |             |
|---------------|----------|-------------|-------------|
| 18. ....      | P—Q4(i)  | 25. QR—K    | RxRP        |
| 19. P—KKt4    | KPxP!(j) | 26. R—K2(o) | R—K         |
| 20. BPxP      | P—QB4    | 27. KR—B2   | R(R4)—K4(p) |
| 21. Q—B3!!(k) | Kt—B5(l) | 28. K—B(q)  | Q—R5(r)     |
| 22. BxKt      | QxB      | 29. P—B4    | PxP         |
| 23. PxB(m)    | BPxP(n)  | 30. KtxP(s) | R(K4)—K3    |
| 24. Q—Q3      | R—K4     | 31. Kt—Q6   | Resigns     |

(a) Often BxKt, to be followed by P—Q3 is being played here.

(b) Whether the B stands better on this square or on B2 is doubtful. The one as well as the other determines the character of the whole subsequent game. B—B2, according to our idea, looks more natural.

(c) This move was made to prepare P—Q4, whereby White gets a strong centre of Pawns, which cannot easily be dissolved.

(d) Here White had three alternatives, namely, the text move, P—KR3 and K—R. Of the three the text move seems to give the best chances.

(e) The question whether this move, which holds the well posted B in a cul de sac, already contains the embryo of a lost cause, cannot be readily answered because of the complications in the position and the many possibilities arising from the move. After 13... BxKt; 14. Px B, White has not a bad position, for, after Kt—B5, 15. Bx Kt, Px B; 16. Kt—K2, Kt—R4; 17. K—R, to be followed by R—KKt, can be played, giving White a strong position and some attacking chances. Very interesting and quite agreeable continuations for White would have arisen had Berlin, instead of the text move, continued with 13... Kt—B5; 14. BxKt, Px B; 15. P—K5, etc. If now Px P; 16. Ktx P, Px Kt; 17. Ktx B and, if 15... Px Kt, Px Kt is also favorable to White.

(f) The position of the Black Bishop on R4 seems dangerous now.

(g) Very much in consideration here was the move Q—K2, principally to give the Bishop on Kt3 a chance of retreat in case White should proceed with Kt—B4. Black, however, already had the intention of sacrificing the Bishop, which actually took place on his nineteenth move.

(h) White now threatens P—KKt4 and, as natural continuations for Black, two Knights' moves came in consideration, namely Kt—B5 and Kt—K2. Variations:

A. If Kt—B5; 19. BxKt, Px B; 20. Kt—B4, B—Kt3 (P—KB4 leads to nothing; If, however, P—Q4; 21. PxQP, B—Kt3; 22. Q—Q2, PxQP, [if BxB, P—Q6]; 23. Ktx B, PxKt or QxKt; 24. B—Kt3, with the better game for White); 21. Q—Q2, P—KB4; 22. Qx BP, PxKP; 23. QxQP, winning a Pawn.

B. If 18... Kt—K2, 19. Kt—B4, P—Kt4 or P—KB4; 20. PxBP, KtxBP; 21. P—KKt4, Ktx B; 22. KtxKt, PxP; 23. Q—R7ch, K—B2; 24. Kt—B5, with a won game); 20. Ktx B, PxKt, and White would have the better game with two Bishops against Kt and B. Having these variations in mind, Black takes the welcome opportunity of sacrificing the Bishop in order to get a strong and lasting attack. If the latter did not finally succeed, it was because White owed his safety to the move 21. Q—QB3, the consequences of which Black failed to give the necessary consideration.

(i) The intention of this move is very

difficult to find and discernable only after a close study of the position.

(j) Or 19...P-QB4; 20. PxQP, KPxB; 21. Kt-B4, PxB; 22. PxB, etc. If 21...RxB; 22. KtxR, PxKt; 23. P-QB4, to be followed by PxB.

(k) The only saving move for White. In order to demonstrate the great strength of Black's attack the following variations are given:

I. If, for instance, PxQP, RxB; 22. QxR, PxP; 23. Q-Q3 (or Q-K4 or Q-Kt3), QxB; 24. QxQ, P-Q6ch; 25. K-R; PxQ; 26. PxB, Kt-B5, and the Pawn on B7 is so strong that White, in order to prevent his queening, must give back the exchange, thereby obtaining the inferior position.

II. If 21. PxB, PxQP; 22. B-B2, Kt-B5; 23. B-KKt3, QxB; 24. QxQ, P-Q6ch; 25. K-R, PxQ; 26. BxKt, P-Q5, and the advanced united passed Pawns are fully an equivalent for the piece and even the Rook, which White could gain by B-Q6. The position is highly interesting.

III. If 21. PxBP, BxBP; 22. BxB (if 22. PxB, Kt-B5), QxBch; 23. K-R, Kt-B5, to be followed by B-Kt3. Only the most instructive variations have been selected here. To enumerate

all of the other pitfalls, which are concealed in the position, would lead us too far afield. The study of this extraordinarily fruitful and interesting position is left to the study of the reader.

(l) Perhaps best. If 21...PxQP; 22. QxQ, BxQ; 23. BxQP, Kt-B5; 24. B-B5 is plainly favorable for White.

(m) At last White is enabled to accept the sacrifice; still, White has to be very careful in order to make use of his numerical advantage.

(n) If R-QB instead, White has a good reply in K-R.

(o) Of course not R-B2, on account of the threatening RxRP.

(p) The last skyrocket of the fireworks staged by Black. If White should now make the natural move PxP, then RxR; 29. Q-R7ch, K-B; 30. Q-R8ch, K-K2; 31. RxRch, Q-K6ch, and the perfidious sacrifice of the Queen can at best yield only a draw for White. Quite charming.

(q) Now PxP can be ventured safely.

(r) Even other moves cannot save the game.

(s) At last the Knight, which has been nailed on Q2, gets into play again. The piece, however, becomes active so quickly as to decide the issue of the game at once.

### Game No. 9—Queen's Gambit Declined.

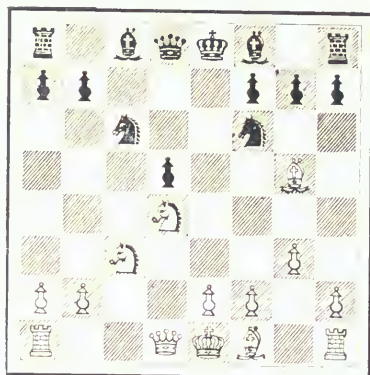
(By Telegraph, between the Riga and Moscow Chess Clubs, December, 1909, to February, 1911).

Moscow. White:	Riga. Black:
1. P-Q4	P-Q4
2. Kt-KB3	P-K3
3. P-B4	P-QB4(a)
4. PxQP(b)	KPxP

Moscow. White:	Riga. Black:
5. Kt-B3	Kt-QB3
6. P-KKt3(c)	Kt-B3!
7. B-KKt5(d)	PxP
8. KtxP	

Position After White's 8th Move:

Black (Riga)—Fourteen Pieces.

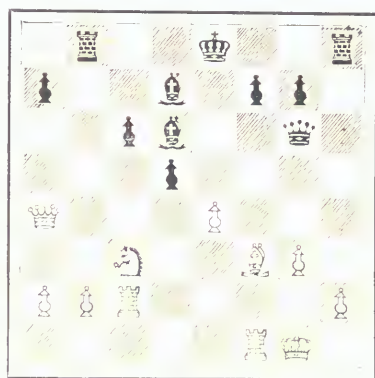


White (Moscow)—Fourteen Pieces.

8. . . .	B—QB4(e)	14. R—B	B—Q3(l)
9. KtxKt(f)	PxKt	15. Q—R4(m)	B—Q2
10. P—K3	P—KR3	16. R—B2(n)	Q—Kt3
11. BxKt(g)	QxB	17. P—K4?(o)	P—R5
12. B—K2(h)	R—QKt(i)	18. B—B3	PxKtP
13. Castles(j)	P—KR4(k)	19. BPxP(p)	

Position After White's 19th Move:

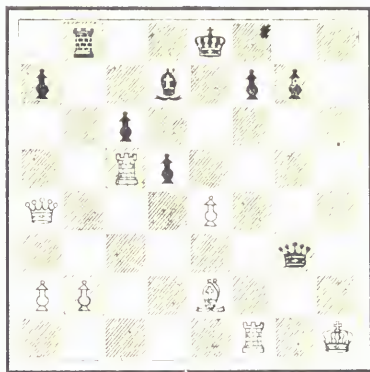
Black (Riga)—Eleven Pieces.



White (Moscow)—Eleven Pieces.

19. . . .	RxRP(q)	22. BxR(t)	QxPch
20. Kt—K2(r)	B—B4ch	23. K—R	
21. RxB(s)	RxKt		

Position After White's 23rd Move:  
Black (Riga) Nine Pieces.



White (Moscow) — Eight Pieces.

23. . . .	K—K2	30. R—Kt7ch(bb)	K—Q3
24. B—R5(u)	Q—R5ch(v)	31. PxP	P—B5
25. K—Kt	Q—Kt4ch	32. R—K	Q—R5ch
26. K—B2	RxPch	33. K—B	P—B6
27. R—B2(w)	P—QB4!(x)	34. R—K4	Q—Kt6
28. RxR	BxQ(y)	35. RxBP(cc)	B—Kt4ch
29. B—B3(z)	Q—B3(aa)	Resigns	

(a) Anent the value of this counter gambit, adopted during recent years, the opinions of experts differ. While some of them consider this continuation among the best defenses for the Queen's Gambit, others consider it utterly wrong and think that its usefulness will never be proven by theoretical examinations. These directly opposite views have already brought forward any amount of analysis, pro and con, and it has been impossible, so far, to bring about a reconciliation between the hostile brethren in arms. Arrayed against the P—QB4 move is Dr. Bernstein, a member of the Moscow consulting party, and hence Riga had to be on its guard.

(b) If Kt—B3 at once, a position

arises, about which the learned chess tacticians are not in unison, either.

(c) In order to menace still more the already much attacked QP, at the same time compelling Black to show his hand. This, however, is not at all easy. 6. . . . Kt—B3; 7. B—Kt5 would apparently make B—K3 necessary in order to protect the QP and would make things very difficult for Black. If 6. . . . PxP; 7. KtxP, Q—Kt3, recommended by Dr. Krause. Black exposes himself to dangers, which seem almost unsurmountable, while, after 6. . . . BPxP; 7. KtxP, B—B4 is not to be recommended on account of 8. Kt—Kt3. In spite of all, Black did continue with Kt—B3.

(d) This strong looking attack is



nevertheless disproved by the subsequent play. It is not maintained, however, that the whole variation of P—Kk3 falls to the ground. Instead of B—Kt5, 7. B—K2 could have been played and that seems to be the correct play. In this case Black intended to play Kt—K5 as rejoinder.

(e) A novel move, which proves to be pretty good. If now 9. Kt—Kt3, BxPch; 10. KxB, Kt—Kt5ch, to be followed by QxB. If, on the other hand, 9. P—K3, BxKt; 10. PxKt, Castles, and Black has the better game.

(f) The question whether P—K3 should be played instead remains open. It is not easy to arrive at a decision. After the text move, Black has a well protected Queen's Pawn, the open Queen's file for the Rook and a good attack, which more than equalizes the weakness of the QBP.

(g) If B—B4 instead, then Q—K2 and the two threats of P—Kt4 and P—Q5 cannot in the long run be parried.

(h) The cosy spot on Kt2, which was reserved for the Bishop, while losing a tempo, unfortunately cannot be taken possession of. For if 12. B—Kt2, R—QKt; 13. Castles, B—R3; 14. R—K, RxP, etc. Or 13. Q—K2, KB—R6, etc. Or, finally, 13. Q—Q2 or QB2, B—R3, etc.

(i) Besides the text move, by means of which Riga wanted to induce the adversaries to castle, in order to be able to proceed with the attack on the King's wing, as subsequently really happened, 12... Castles or P—Q5 came into con-

sideration here, when the following interesting variation would have resulted: 13. Kt—K4, B—Kt5ch; 14. K—B, B—R6ch; 15. K—Kt. Now one would believe that White is lost, but such is not the case. After Q—K2; 16. QxP, R—Q; 17. Q—B4 (of course not QxKtP, on account of the rejoinder QxKt; 18. QxRch, K—K2, and Black wins), White, with a Pawn plus, stands very good.

(j) Inasmuch as White would get a better game with the variation 13... B—R6; 14. R—K, RxP; 15. Kt—R4, B—QKt5; 16. KtxR, BxR; 17. QxB, QxKt; 18. R—Kt, Q—K4; 19. Q—Kt4, Moscow thought the text move could be made with impunity.

(k) Only after very exhaustive analysis, Black decided upon proceeding with this attack, which transformed the relatively quiet situation into a devastated battlefield at once.

(l) Or B—Kt3; 15. Q—R4, B—Q2; 16. Q—KB4, and White forces the exchange of Queens. Black still would have had a better game, but a decisive advantage was scarcely in sight.

(m) Doubtless one of the best continuations, which certainly upsets the intended attack of Black. From the many variations, which here came into consideration for White, we like to point out 15. P—B4. Of course, the KP would have remained weak, but it would have been very difficult for Black to get a tangible advantage therefrom, for, first, in reply to B—QB4, 16. KtxP, Q—Q3; 17. Kt—B7ch, QxKt; 18. RxB would



have been a mistake. And, second, on account of 16. P—K4, with a strong attack, it would have been difficult for Black to demonstrate anything at all by playing Q—K2. Finally, on account of 16. KtxQP, RxKtP could not be recommended for Black.

(n) In order to cover both the points QKt2 and KR2.

(o) Not the best move. White does not see the destructive Rook sacrifice on the nineteenth move. Much better would have been 17. R—Q2. In that case, Black had the choice of playing 17. P—R5, whereupon White would have played B—Q3, which would have necessitated the surrender of the Queen's Rook's Pawn in return for a strong attack, or 17. B—QB4, with a safe game.

(p) If RPxP, the game is also lost, on account of B—QB4.

(q) This telling shot, fired as it were from a heavy gun, totally tears asunder the cornerstone of the position.

(r) Probably the best under the circumstances. Accepting the sacrifice would have been equivalent to the instantaneous loss of the game, viz., 20. RxR, QxPch; 21. R—Kt2, B—B4ch; 22. R(B)—B2 (if K—R, Q—R6ch and mate next move), BxRch; 23. K—B, QxB, etc. Or 20. KxR, QxPch; 21. K—R, K—K2, etc. Of course, the text move gives Black a chance to force the win by a series of additional surprising sacrifices.

(s) Forced; for, if KxR, Q—R3ch fol-

lows, and the mating net will soon be complete.

(t) If P—KKt4, Q—Q3, etc.

(u) Even this desperate defense does not suffice any longer.

(v) Of course not 24. . . R—KR, on account of 25. RxPch, K—K; 26. R—B5ch, etc.

(w) Again forced. The seemingly apparent move, B—K2, cannot be played, on account of Q—B5ch, which would lead to a mate in a few moves.

(x) The decisive final maneuver.

(y) Of course it was high time now to give up the game, for it cannot be conceived what further measures could be taken to save the game, but between heaven and earth there are things undreamed of in our philosophy.

(z) The cipher telegram containing this move was read by Black BxBP (it was all the same what White did). In order to finish the game as quickly as possible, Black answered 29 . . . Q—B3ch,

(aa) In answer to this intended check White answered with 30. R—Kt7ch.

(bb) The case was decided by the referee, to whom Riga applied, in favor of Moscow, and the game had to be continued with 29 . . . Q—B3. Fortunately, the game is already won for Black and the error, which really has nothing to do with the chess itself, could not influence the result of the game.

(cc) Or 35. B—K2, P—B7; 36. R—QB4, Q—B5ch; 37. R(B4)xQ, P—B8(Q)ch, to be followed by QxR, etc.

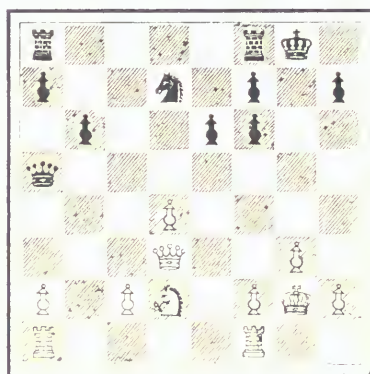
## Game No. 10—French Defense.

(By Telegraph, between the Riga and Moscow Chess Clubs, December, 1909,  
to January, 1911).

Riga. White.	Moscow. Black.	Riga. White:	Moscow. Black:
1. P—K4	P—K3	9. P—Kt3(d)	B—Kt2
2. P—Q4	P—Q4	10. B—Kt2	Q—QR4
3. Kt—QB3	Kt—KB3	11. Q—Q3(e)	Kt—Q2
4. B—KKt5	B—Kt5(a)	12. Castles	P—QB4
5. PxP(b)	QxP	13. Kt—Q2(f)	BxB
6. BxKt	BxKtch(c)	14. KxB	PxP(g)
7. PxB	PxB	15. PxP	Castles
8. Kt—B3	P—Kt3		

Position After Black's 15th Move.

Black (Moscow)—Eleven Pieces.

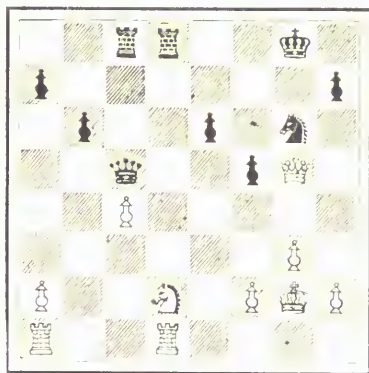


White (Riga) Eleven Pieces.

16. P—QB4(h)	KR—Q(i)	20. P—Q5(o)	Q—B4(q)
17. KR—Q!(j)	QR—QB(k)	21. Q—Kt5ch	Kt—Kt3
18. Q—K2(l)	P—B4(m)	22. PxP	PxP
19. Q—K3(n)	Kt—B		

Position After Black's 22d Move.

Black (Moscow) — Ten Pieces.



White (Riga) — Ten Pieces.

23. Kt—B3	Q—B2!!(r)	31. Kt—K5(v)	K—R3
24. P—KR4	RxR	32. Kt—B6	Q—KKt2
25. RxR	Q—KKt2	33. P—B4(w)	Kt—Q2(x)
26. R—Q8ch(s)	RxR	34. Q—QB8	Q—Kt7ch
27. QxRch	Q—B	35. K—R3	Q—K7
28. Q—B7	Q—K2	36. QxKt	Q—B8ch
29. Q—Kt8ch	Kt—B(t)	37. K—R2	Q—B7ch
30. P—R5(u)	K—Kt2!	Drawn by perpetual check.	

(a) The so-called McCutcheon Defense. It is decidedly one of the strongest continuations at this stage of the game, but, like all other variations in the French Defense, gives White the freer game. The McCutcheon variation was considered very good by Tarrasch, previous to his match with Lasker.

(b) This continuation, in connection with BxKt, was also selected by Lasker in his match with Tarrasch. Very interesting is here the move recommended by Tschigorin: 5. P—K5, P—KR3; 6. PxB, PxP, R—Kt, with va-

rious continuations for White. Black, however, gets a solid and secure game, if he makes the strongest moves in each instance.

(c) If PxB at once, White continues Q—Q2 and thereby avoids getting a double QBP, the only weakness in his position.

(d) The development of Black's B on the Queen's wing, White can only correctly reply to by imitating the good example on the King's side of the board. All other tries to develop the B are in this position insufficient.

(e) The only correct defense for the QBP, as B—R3 was not to be feared. Much weaker would have been Q—Q2.

(f) The exchange of Bishops is almost forced; the only other move which could perhaps come into consideration here was Kt—KR4. If he had played anything else, say KR—K, P—B5 would have been the rejoinder. As this Pawn could never be taken, on account of R—QB, the Pawn would subsequently be like a thorn in the flesh on the Queen's wing.

(g) While Black might have castled at once, R—B could not be played here on account of Kt—B4.

(h) A boldly ventured advance of a Pawn, which later on in the game rendered excellent service to White.

(i) This attacking move, which first of all wins a Pawn by Kt—K4; Q—K3, KtxBP, to be followed by Q—Q4ch, must not be underrated by White. Unsatisfactory would be avoidance of the threat by the seemingly natural continuation, P—B4, in which case Black would answer with P—K4. If then 18. PxP, KtxKP, and White cannot prevent the loss of a Pawn through tactics similar to those pointed out above.

(j) After considerable study the White allies adopted the text move, which is perfectly safe, and all the more

so because the move increases the chances of later being able to tear open the Q's file by means of P—Q5, which was already thought of, when playing P—QB4. If Black should now reply with Kt—K4; 18. Q—K4.

(k) Now Black again has the old threat of Kt—K4.

(l) Q—K3 at once came here into consideration, but White wanted to prevent Black's P—QKt4, which would have weakened the position considerably.

(m) Black already lacks really good continuations. The text move enables White to enter with the Queen into the weakened King's camp of the enemy.

(n) P—Q5, Kt—B; 20. Q—K3 would have led to the position arrived at later on.

(o) The beginning of a very intensive attack, to which Black finds an equally intensive defense.

(q) Of course not PxP, which would have torn open entirely the chain of those Pawns, already weakened, and would have given White too great control of the King's side of the board. The text move was made to bring the Q into play again.

(r) An excellent and not apparent defense. The Q gets thus to KKt2. Insufficient would have been the following

continuations: (a) Q-K2; 24. QxQ, KtxQ; 25. RxRch, RxR; 26. R-K, to be followed by Kt-Kt5, when a loss of a Pawn could not have been avoided; (b) 23. . . RxR; 24. RxR, QxBP (if Q-K2; 25. QxQ, KtxQ; 26. R-Q7, to be followed by Kt-Kt5); 25. P-KR4 (much stronger than R-Q7 at once, whereupon Black would have got a sure draw by Q-B3; 26. RxQRP, R-QR), Q-Kt5; 26. R-Q7, QxQ; 27. KtxQ, Kt-B; 28. RxQRP and White has the superior game.

(s) One has to pay attention to the following variations: 26. P-R5, Kt-B; 27. P-R6 (Q-B4 also came strongly here into consideration), QxQ; 28. KtxQ, now of course, RxQBP, on account of 29. R-Q5, R-B3; 30. P-KB4 would have been insufficient. Black, however, plays 28. . . P-K4. If now 29. R-Q5 (best), RxQBP; 30. RxKP (R-Q5 could now not be essayed on account of R-B3), R-QB3; 31. R-K7, R-KKt3!!; 32. P-KB4, P-QR3 or P-QR4, and Black has a good defense.

(t) White's game still looks very promising, inasmuch as the Q has to protect the Pawns on the Queen's wing and White can bring his Knight via K5

to B6. However, this is not very easy, as there are considerable difficulties in the way.

(u) If Kt-K5 instead, Black had the defense P-B5 at his disposal. If now 31. Kt-Kt4, then P-KR4 (if PxP, QxP, with advantage to White); if, however, 31. Kt-B6, Q-B4; 32. KtxRP, QxBP; 33. QxKBP, QxQRP, with a probable draw.

(v) Perhaps Q-B4 could also have been played.

(w) Leads most quickly to a decision. On account of the exchange of Queens, QxRP would have led to nothing tangible. KtxRP instead came very much into consideration. However, on account of the following variations White did not make that move: 33. KxP; 34. QxP, Kt-Kt3; 35. K-R2, Kt-K4 (if P-B5; 36. Kt-B6, PxPch; 37. PxP); 36. QxKP, Kt-B6ch (Kt-Kt5ch would do little on account of K-Kt2); 37. K-Kt2, Q-Kt5 (stronger than Kt-R5ch); 38. Q-K7 (in order to prevent the draw threat with Kt-R5ch), Kt-Kt4, with a very questionable position.

(x) If KxP, 34. Q-Q5 and if Kt-Q2 (White already threatens to win at once with Kt-K5); 35. Q-R4ch, K-Kt3, 36. Q-Kt5ch, K-B2, 37. Q-K7ch, to be followed by 38. QxKPch, etc.

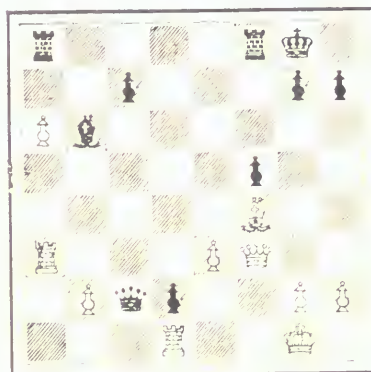
### Game No. 11—Double Ruy Lopez.

(By Telegraph, between the Riga and Berlin Chess Clubs, December, 1911, to February, 1913).

Riga. White:	Berlin. Black:	Riga. White.	Berlin. Black.
1. P—K4	P—K4	13. Q—R5	B—Kt3
2. Kt—KB3	Kt—QB3	14. B—Q5	B—Kt5
3. B—Kt5	P—QR3	15. QxB(f)	QxB
4. B—R4	Kt—B3	16. B—R6	Q—K4
5. Castles	KtxP	17. PxP	P—K6(g)
6. P—Q4	P—QKt4(a)	18. B—B4	Q—K5
7. B—Kt3	P—Q4	19. Q—B3	P—KB4(h)
8. P—QR4(b)	KtxQP	20. KR—K(i)	QxP
9. KtxKt	PxKt	21. PxP	P—Q6(j)
10. PxP(c)	B—QB4	22. R—R3(k)	P—Q7
11. Kt—B3(d)	Castles	23. R—Q(l)	K—R(m)
12. KtxKt(e)	PxKt		

Position After White's 23rd Move:

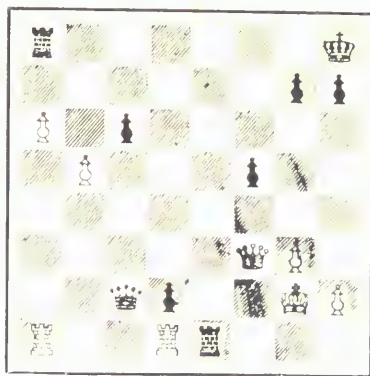
Black (Riga)—Ten Pieces.



White (Berlin) Ten Pieces.

24. P—QKt4	P—B3	28. PxB	RxP
25. P—Kt3(n)	KR—Q	29. P—Kt5(o)	R—K5
26. B—K5	R—Q4	30. K—Kt2(p)	R—K8
27. B—Q4	BxB	31. QR—R	

Position After White's 31st Move:  
Black (Riga) Nine Pieces.



White (Berlin) - Eight Pieces.

31. . . .	QKt7(q)	39. Q K6	K R2
32. Q -B2(r)	QxR	40. P Kt4(v)	R(R) R3
33. RxQ	RxR	41. Q Q7	R R6ch
34. QxQP	PxP	42. K -Kt2	R R7ch
35. Q Q5	R(R8)xP	43. K Kt(w)	R(R3) R4
36. QxKtP(s)	R R7ch(t)	44. PxP	R Kt7
37. K R3(w)	R(R7)-R4		Resigns
38. Q -Q7	P -R3		

(a) 6...PxP; 7. R-K, P-Q4; 8. Kt xP, B -Q3, would give the continuation known as the Riga Variation, due originally to Professor Bohl.

(b) These moves were formerly regarded as favoring White, for after the regulation reply 8...R -QKt; 9. PxP, PxP, he retained the open Rook's file and some attack. The move 8: P -Q4 in turn lost its terrors when Schlechter, in his match against Lasker, restored 8... KtxQP from obscurity and showed its full value. Some theorists, however, in contrariety to nature adopted the old variant 8. PxP (instead of P -QR4), with the suggestion that after 8...B -K3; 9. P -B3, B -K2; 10. R -K, Castles, White, by means of 11. Kt -Q4, can obtain the superiority. Next came

the Breslau Variation, viz., 11. KtxKP, and if White essays to win the piece by 12. P -B3, then B -Q3; 13. PxKt, Kt -Kt5, with a very troublesome attack.

(c) If 10. QxP, B -K3; 11. PxP, B -Q3; 12. QxKtP, K -Q2, and Black has a strong attack. If the Berger Variation, 10. Kt -B3, is played, Black replies KtxKt; 11. PxKt, P -QB4 (Dr. Tarrasch); 12. PxKtP, B -K2, and Black stands well.

(d) To 11. P -QB3, Castles; 12. PxQP (played by Lasker against Schlechter), Riga had in view the reply 12. B -QKt5, which would be the means of exerting great pressure upon the White position.

(e) 12. KtxP would naturally be bad on account of B -Kt2. Black now has a strong centre.



(d) The suggestion made by Alapin that 15. Q—Kt6 would here have equalized matters is doubtful, as P—K6 would follow, with the better game for Black.

(e) It is naturally hard to say if this was the strongest continuation, but it leads to a game of extreme interest and one rich in combinations. Equally good was P—KB4.

(f) The apparent advantage to Black arising from the exchange of the Queens would seem dissipated, viz., 19... QxQ; 20. PxQ, P—K7; 21. KR—K, KR—K; 22. B—Q2, and White threatens with P—KB4, K—Kt2 and B3 to win the precarious Pawn on K7.

(g) White, of course, dare not exchange Queens, on account of 20... PxQ; 21. PxP, PxP, and then P—K7.

(h) With 21. QxKtP, Black, it is true, would win a Pawn, but would have no material advantage.

(i) This move leads to far-reaching complications. Worth considering here is 22. KR—QB, RxP (if QxP, 23. Q—Q5ch, followed by QxP); 23. Q—Q5ch, B—R3; 24. R—Q, RxRch; 25. R—B, RxP; 26. K—B2. White's position is not what could be desired, but it is difficult to find a direct win for Black.

(j) The game is now exceedingly difficult. If 23... QxP, Black would be exposed to a strong attack (R—Q3, Q—Q5ch, and B—K5); and if he played 23. KR—Q to prevent Q—Q5ch, to be followed by RxP, White would play P—K5.

(k) A well-calculated move, which not only secures the Black position, but also leaves the opportunity for various attacking possibilities. Thus in answer to 24. B—Q2 would come P—B5; 25. BxP, B—Q; 26. KB6, and it is no longer possible to win the Bishop.

(l) First, in order to give the White King more liberty, and, second, to prevent P—B5 in case the White Bishop should move; K—R might be considered.

(m) The apparent strength of this line of play does not materialize in the actual result, but with 29. Q—Kt3, QxQ (Q—K5 is also possible); 30. RxQ, RxRP, we should have a Pawn ending, in which Black would retain his extra Pawn, viz., 31. R—Kt2, K—Kt; 32. RxP, RxR; 33. RxR, K—B2, etc. If 29. R—B3, Q—R5; 30. RxP, R—K5 would involve White in the loss of a Rook.

(n) If 30. P—Kt6, R—K8ch; 31. K—Kt2, RxR; 32. P—Kt7, R—Kt8ch; 33. K—R3, R—K; 34. P—R7, P—Q8(Q); 35. P—B8(Q), Q—Kt7ch, etc.

(o) For this move, threatening to exchange the Queen for the two Rooks "the only remedy is death."

(p) As illustrating the peculiar features of the position, he dare not play 32. QxQBP, on account of R—Q; 33. Q—QKt6 or B7, R—K, and White can only extricate himself from the mating net by the loss of material.

(q) 35. QxBP would seem to give Black trouble, but he would be able eventually to Queen the KtP. The text move leads to an interesting ending of Q against two Rooks, in which Black, thanks to his BP affording protection to his King, is decidedly in the ascendant.

(r) It was not possible to find another winning continuation for Black. Both the White Pawns must first be disabled.

(s) If 37. K—B3, then R—P; 38. QxP, R(R7)—R7, followed by P—R3, and White cannot prevent the fall of his remaining Pawn before the concerted onslaught of his opponent's Rooks.

(t) If 40. K—Kt2, then R—R7ch; 41.

K—R3, R—KB7, and R(R)—R7, etc. If he plays a waiting move, such as 40. Q—Q7, the answer would be R—B4; 41. Q—K6, R(R)—R4; 42. Q—K2, R—K4; 43. Q—QB2, R—K5, followed by R(R4)—K4 and R—K7. Black then doubles his

Rooks on the seventh rank and wins easily.

(w) To 43, K—B3 or Kt3, the reply would be R(R3)—R6ch; 44. K—B4 R—B7ch; 45. K—K5, R—K6, winning the Queen.

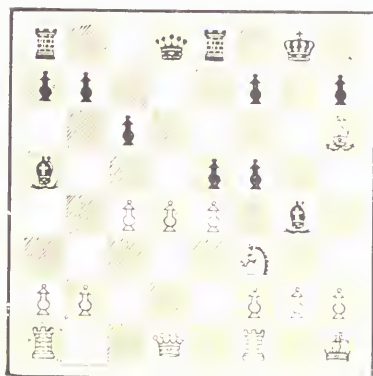
### Game No. 12—Double Ruy Lopez.

(By Telegraph, between the Riga and Berlin Chess Clubs, December, 1912 to August, 1913).

Berlin. White.	Riga. Black.	Berlin. White:	Riga. Black:
1. P—K4	P—K4	9. B—QB4(b)	B—QR4(c)
2. Kt—KB3	Kt—QB3	10. K—R1	P—B3
3. Kt—B3	Kt—B3	11. KtxKtch	PxKt
4. B—Kt5	B—Kt5	12. B—KR6	P—Q4(d)
5. Castles	Castles	13. P—B3	R—K
6. P—Q3	P—Q3	14. PxKt!	PxB
7. B—Kt5	B—Kt5(a)	15. PxQBP(e)	P—KB4
8. Kt—Q5	Kt—Q5		

Position After Black's 15th Move.

Black (Riga) Thirteen Pieces.



White (Berlin) Fourteen Pieces.

16. KPxP(f)	P—K5	22. Kt—R6ch	K—B3(j)
17. R—KKt	B—B2(g)	23. Kt—Kt4(k)	QxB
18. Q—QB4(h)	BxBP	24. QxQ	PxQ
19. B—Kt5	P—B3(i)	25. Kt—B6(l)	R—K2
20. Kt—R4	QxP	26. QR—K	B—K4(m)
21. KtxB	Q—K4	27. KtxKP	BxK:P

28. KtxP	QR—K
29. RxR	RxR
30. R—Q(n)	R—K7(o)
31. KtxPch	K—Kt
32. Kt—Kt5(p)	B—B3
33. P—KR4(q)	BxKt
34. PxB	RxBP

35. R—Q7	RxRP
36. RxP	R—R5
37. K—R2	RxP
38. RxP	R—B4
39. R—QB7	RxP
40. RxP	Drawn

(a) Played in order to avoid the usual continuations Q—K2 and Kt—K2 with BxKt, which are not very satisfactory to the theoreticians. The text move is not quite new. The variations arising therefrom, as intimated by Ed. Lasker, a member of the Berlin consulting party, in *Deutsches Wochenschach*, were known to the Berliners since 1907 and have been analyzed by Dr. B. Lasker, Ed. Lasker and Moll. For this reason, the Riga consulting party, which at the beginning of the fight was quite innocent of all these variations, had a hard battle to fight and, as it were, had to feel its way. The move 7...B—KKt5, attracted the attention of the chess world at large after the beginning of this game and, after Dr. Tarrasch had examined the move more closely and then recommended it as equalizing the position, and after other theoreticians, such as Dr. Krause, Dr. B. Lasker and Alapin, had taken part in lively and interesting controversy on this particular move. In spite of all that was said and written, a definite conclusion as regards the merits of this move cannot be arrived at.

(b) Here the following interesting variation came into consideration: 9. KtxKtch, PxKt; 10. B—R6, KtxB; 11. BxR, QxB; 12. P—QR4, Kt—Q5; 13. K—R, K—R; 14. P—B3, KtxKt; 15. PxKt, B—R6; 16. R—Kt, B—QR4 (if

B—QB4; 17. P—Q4, PxP; 18. P—QKt4 and White is the exchange to the good; moreover, the Black Pawns are rather weak); 17. P—KB4, B—Q2 (otherwise P—B5 would win the B on R6); 18. Q—R5, P—QB3; 19. P—B5 and White gets a winning attack by Q—R4 and R—Kt3. The best move for Black after 9. KtxKtch, PxKt; 10. B—R6, KtxKtch; 11. PxKt, B—R6; 12. BxR, QxB, etc.

(c) Although Dr. Tarrasch has a contrary view in the matter, the text move is the only possible continuation. With B—B4, White, after 10. K—R, obtains the better game, as shown by Professor Bohl and Dr. Krause, who discovered this simultaneously. Whether White could get an advantage with 10. Q—Q2 has to be left an open question for the present, as the analysis has not been worked out. We do not give any variations here, as Berlin stated that they would probably publish them after the conclusion of the game. (See *Deutsches Wochenschach*, 1912, No. 52).

In answer to 9. B—B4, Lasker recommends the counter demonstration for Black, Q—Q2. Dr. Krause, however, has the following variation in reply: 10. KtxKtch, PxKt; 11. BxKBP, P—KR3; 12. P—QB3, KtxKtch; 13. PxKt, B—KR4; 14. K—R<sup>1</sup>, K—R2; 15. R—KKt, R—KKt; 16. R—Kt3, R—Kt3; 17. B—R4, and White can become aggressive by means of P—Q4, B—KB, B—R3 and B—B5.

(d) Excellent play. After 13. BxR,

KxB; Black would get a very dangerous attack, as for instance: 14. B-Kt3, PxP; 15. PxP, KtxKt; 16. PxKt, QxQ, to be followed by BxBP; or 14. PxP, PxP; 15. B-Kt3, B-B2; 16. P-B3, Q-Q3, etc.; and finally, 14. P-B3, KtxKtch; 15. PxKt, B-R4; 16. B-Kt3, P-KB4, and Black gets an all-powerful attack.

(e) Seemingly, White has the better position, for after PxP; 16. QxP, QxQ (if BxKt, simply PxB, and if QxQ, R-Ktch, etc.); 17. KtxQ, and Black dare not capture the KP, because of 18. Kt-Kt3, R-K4; 19. B-B4 and wins, nor can Black equalize matters with B-Kt3, on account of the rejoinder, Kt-KB5. Black, however, finds a strong counter attack and, as White tries to parry the onslaught, matters become highly interesting and complicated.

(f) Extraordinary circumstances demand extraordinary means.

(g) As will readily be seen, Black cannot take the Kt, either now or later, and cannot play K-R<sup>1</sup>, on account of the threatening Kt-K5.

(h) Why not the more apparent move Q-Q2? This question is answered by the following variations: 18. Q-Q2, BxBP; (a) 19. Kt-K<sup>1</sup>, B-K3 (wrong would be BxRP, on account of 20. P-KKt4); 20. B-Kt5, Q-Q3; 21. P-KKt3, BxQBP; 22. B-KB4, to be followed by BxB and QxB. White has only a draw left. Or (b) 19. P-KKt4, B-K3; 20. P-Q5, Q-B3 (everything else would be bad); 21. Kt-Q4, PxP; 22. Kt-B5 (threatening B-Kt7), PxP; 23. B-Kt7, P-K6, and Black, after 24. PxP, QR-Q; gets the better game. The text move was chosen to maintain the attack and also guard the QBP.

(i) If Q-Q3; P-B5 follows.

(j) The only move. In reply to K-Kt2, BxPch and Kt-Kt4 would have followed.

(k) With P-KB4, PxP e.p.; 24. Kt-Kt4, QxB; 25. Q-B3, P-B7, White would not achieve anything.

(l) White now sets out to recover his extra pawn. In order to accomplish this he has, however, to weaken his position somewhat, and it is, therefore, a great question whether it would not have been more advisable to double the rooks on the King's file or to continue to play for an attack by R-Q, meanwhile abandoning the idea of winning a pawn. However, the resulting end game is very interesting.

(m) The tempting continuation, B-Kt3, would have been favorable for White, as for instance: 27. RxP, R-KB2; 28. R-K6, BxBP; 29. R-KB, QR-Q; 30. P-KKt4, and now R-Q7 can not be played on account of the threatening mate by means of R-K8ch and Kt-R5ch.

(n) Probably best. White intends to make the position solid by Kt-B3 and R-Q2. In consideration also came the rather adventurous 30. P-KB3, in order to block the R with Kt-K4. The following continuation would probably then have resulted: 30. P-KB3, B-Q5; 31. R-Q, R-K7; 32. KtxRPch, K-Kt (K-K2 could also come strongly into consideration); 33. Kt-Kt5, RxRP; 34. Kt-K6, R-R8; 35. RxR, BxR; 36. Kt-Q8, P-QKt4; 37. KtxBP, PxP; 38. K-Kt, P-B6 (B-B6 is also possible); 39. Kt-Q4, P-QR4; 40. K-B2, P-R5; 41. Kt-B2, B-Kt7; 42. K-K2, P-R6; 43. Kt-Kt4

and now sacrifices the Kt for both Pawns, remaining with three pawns against the B.

(o) There were also other aggressive lines of play at the disposal of Black, which could not so easily be defended, as for instance P—QR4. The pawn could then advance to its sixth square, whereupon the advance of the QKtP was threatening. Whether White would then have got more than a draw is questionable.

(p) The lack of Pawns on the King's side of the board is not very tangible. On the other hand White with his broken up Queen's wing is also much handicapped.

(q) With P—KB4 (if RxRP; 34. Kt—K4) White could still make a try for a win. Such a course, considering the strength of Black's Pawns, would have had its risks. After the text move both sides seemed anxiously intent on a draw.

# PART II.

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## MISCELLANEOUS GAMES.

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While engaged in the translation of the match games, which constitute the first part of this volume, it occurred to the editors to include a number of first-class correspondence games, which had been recorded in the pages of the "Bal-tische Schachblaetter," with valuable annotations. Accordingly, the committee of the Riga Chess Club was invited to make suggestions and a ready response thereto resulted in the fine games which appear in the pages following. Carl Behting figures in the majority of them, notably in match games with Tschigorin and Niemzowitsch, representatives of the old and new Russian schools, respectively. A game played in a correspondence tournament by a son of the late Count Tolstoi (himself a chess player of no mean ability) is not the least interesting of the collection.



### Game No. 13—French Defense.

(By Correspondence, between M. I. Tschigorin, St. Petersburg, and C. Behting, Riga, in the Fifth Tournament of "Nowoje Wremja," January to October, 1900).

Tschigorin. White:	Behting. Black:	Tschigorin. White:	Behting. Black:
1. P—K4	P—K3	21. RxB	Kt—Kt3(g)
2. Q—K2	Kt—QB3(a)	22. P—KR4	P—B3
3. P—KB4	P—Q4	23. Kt—K6	R—K
4. PxP	Kt—Q5	24. P—R5	Kt—B
5. Q—Q3	P—K4	25. Kt—B5(h)	RxR
6. PxP(b)	QxP	26. KtxR	P—KR3
7. Kt—K2	B—QB4	27. BxRP(i)	PxB
8. KtxKt(c)	BxKt	28. RxP	Kt—R2
9. P—B3	QxPch	29. RxRP	R—K2
10. B—K2	B—Kt3(d)	30. P—KKt3.(j)	RxKt
11. Q—B3!	Q—B3(e)	31. RxKt	BxP
12. P—Q4	QxQ	32. P—R6	R—R5
13. BxQ	Kt—K2	33. R—R8ch(k)	K—B2
14. Kt—Q2	P—QB3	34. P—R7	B—B5
15. Kt—K4	B—B2	35. K—B!	B—B8
16. B—Q2	B—B4	36. P—Kt3	B—Kt7
17. Castles	CastlesQR	37. R—K8	RxRP
18. Kt—Kt5	KR—B(f)	38. R—K3	R—R7
19. QR—K	R—Q2	39. R—Q3	B—R6
20. B—K4!	BxB	Resigns	

(a) A move first played by Lasker in answer to Tschigorin's novel move in the French Defense. Best, however, seems to be to proceed at once with 2... P—K4, in order to prevent 3. P—KB4. The loss of time for Black by playing first P—K3 and then P—K4 is not so great, inasmuch as the White Q could not possibly stay long on K2.

(b) Considering the threat of B—KB4 perhaps the best.

(c) Again B—B4 was threatening.

(d) After the original and somewhat weird opening, the atmosphere begins to clear a bit. It seems as if Black has the freer development, but the further

progress of the play shows that White can at least get an even game.

(e) An analysis will show that in other continuations, for instance, 11... Kt—B3, White, with 12. P—Q4, to be followed by castling, would get an excellent attacking game.

(f) On account of 19. B—K4, B—Kt3 would not have been good.

(g) Things have evened themselves up, for White cannot continue KtxRP, on account of the rejoinder, R—R, followed by BxPch.

(h) Or KtxKt, RxKt, followed by P—R6, P—KKt3, with an even game.

(i) In order to avoid a draw, Tschigorin

gorin resolves to sacrifice his Bishop, a sacrifice which is as obvious as it is correct.

(j) In forwarding this move Tschigorin wrote to his adversary that it was very difficult to decide which of the three moves at his disposal would turn out the best, whether K—B2, Kt Q6ch or the text move. The text move proved to be the least advantageous and is probably based on a mistake, inasmuch as Black could accept the sacrifice of the

Pawn without any harm. The best move perhaps would have been K B2, which would have given Black a very difficult game to handle.

(k) Probably White had intended to play R—Kt7, instead of the text move, in order to continue with Pawn to R7 after Black's withdrawal of the Bishop, but he overlooked that the Bishop could save his bacon by checking on R7 and then the White KRP would have been lost.

### Game No. 14—Ruy Lopez.

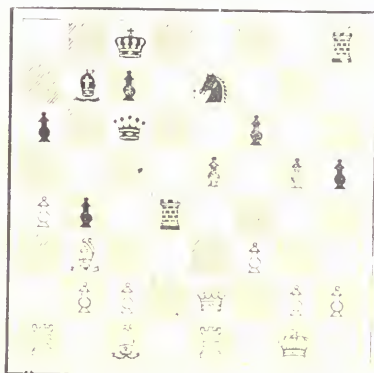
(By Correspondence, between C. Behting, Riga, and M. I. Tschigorin, St. Petersburg, in the Fifth Tournament of "Nowoje Wremja,"

January, 1900, to May, 1901).

Behting. White:	Tschigorin. Black:	Behting. White:	Tschigorin. Black:
1. P—K4	P—K4	12. PxP	KtxP
2. Kt—KB3	Kt—QB3	13. Castles	CastlesQR
3. B—Kt5	P—QR3	14. R—K	P—KB3
4. B—R4	Kt—B3	15. Kt—Q4(e)	Q—Q2
5. Kt—B3	P—QKt4	16. Kt—Kt3	KtxKt
6. B—Kt3	B—K2	17. BxKt	P—KR4(f)
7. P—Q3 (a)	B—Kt2	18. P—Q4	Q—B3
8. P—QR4(b)	P—Kt5	19. P—KB3	P—Kt4
9. Kt—Q5	Kt—QR4	20. Q—Q3	Kt—K2(g)
10. KtxB	QxKt(c)	21. Q—K2	RxP
11. B—R2(d)	P—Q4		

Position After Black's 21st Move.

Black Thirteen Pieces.



White Twelve Pieces.

22. BxP(h)	Kt—B4(i)	41. Q—R5	R—Q4
23. P—B3	PxP	42. Q—Kt4ch	Q—B4
24. PxP	R—Q3	43. Q—Kt4(l)	R—K4
25. B—B2	Q—Q2	44. R—Qch(m)	K—K
26. B—B	R—KKt	45. B—Q4	Q—Kt5!
27. B—K4	BxB	46. Q—Kt8ch	K—B2
28. QxB	Q—K3	47. Q—Kt3ch	R—Q4
29. QR—Kt	Kt—K2	48. P—R3	Q—K3
30. R—Kt2	Q—Q4	49. B—B2	RxRch
31. Q—R7(j)	Q—B4ch	50. QxR	Q—B5
32. B—K3	QxP	51. Q—Q4	QxQ
33. QR—K2	K—Q2	52. BxQ	Kt—B4
34. QxP	P—B3	53. B—R(n)	K—K3
35. Q—B7?(k)	R—Kt	54. K—B2	P—B4
36. P—B4	R—Kt7	55. P—Kt4	Kt—K2
37. PxP	RxR	56. K—K3	P—B4
38. RxR	QxP	57. PxPch(o)	KtxPch
39. R—K	Q—Q4	58. K—B4	Kt—K2
40. Q—R7	Q—Q6	59. K—K4(p)	Drawn

(a) The continuation 7. B—Q5, B—Kt2; 8. KtxKP, KtxB; KtxKt, PxKt; 10. PxKt, PxP is not unfavorable for Black.

(b) Castling ought to be preferred here. The text move permits Black, with the aid of the following maneuver and the double advance of the QP on the eleventh turn, to get a strong attack.

(c) Of course not KtxB, on account of 11. Kt—B5, KtxR; 12. KtxPch, whereby White can at least draw by perpetual check and after 12...K—K2 could even play for a win by 13. Kt—R4.

(d) Whether 11. P—B3, KtxB; 12. QxKt, P—Q4; 13. PxQP (if QxKtP, P—Q B4 and PxKP), KtxP would have been better is very difficult to say.

(e) What is White to do? He can not leave the Kt on B3, for the advance of the KKt and KR Pawns can in no wise be prevented. Neither could he do much on the Queen's wing of the board, so long as Black's Knight was estab-

lished on R4. He therefore decided upon exchanging the Knights.

(f) He could not very well play Q—B3 at once, as 18. Q—Kt4ch and 19. Q—QB4 was threatening. Under strong consideration, however, came 17...P—Kt4, thereby preparing not only Kt—B5, but also gaining an important tempo for P—Kt5, inasmuch as White must later play invariably P—KB3. To be sure, after the text move it is also difficult to find the right defense.

(g) Seemingly, Black wins a pawn, because neither 21. P—B3 nor B—K3 would be a sufficient defense against P—Kt5, but appearances, as everybody knows, are deceptive.

(h) Now White not only does not lose a pawn, but he also does away once and for all with the threat of P—Kt5, a move which, like the sword of Damocles, hung over the White King's position.

(i) As will be shown in the following variations, Black could not very well ac-

cept the sacrifice of the piece. 22.... PxB; 23. QxP, Q—QKt3; 24. P—R5, Q—R2; 25. K—R, R—R2; QxP, K—Q2; 27. B—Kt8, KtxB; 28. QxKt, R—K2; 29. RxRch, KxR; 30. R—Kch, K—Q3; 31. P—B3, PxP; 32. PxP, R—Q4; 33. Q—K6ch, K—B4; 34. Q—K3ch, etc., or 25....R(R)—Q; 26. QxKt, P—Kt5; 27. Q—K3, PxP; 28. P—B3, etc.

(j) White could not exchange the Queens, as Black would get the better game, inasmuch as he could easily maneuver his Knight.

(k) With the text move White gives away the advantage in position which he had worked hard to get. Had he played 35. P—B4 Black would have had nothing better than P—K5 and White, with 36. Q—QB5 would surely have won a pawn.

(l) This move looks stronger than it is.

(m) If 44. Q—Kt7ch, K—K; 45. QxRP, Q—K3; 46. Q—Q3, Kt—Q4; 47. K—B2, R—B4ch, and the King must go back to Kt.

(n) The best square for the Bishop, as he is here perfectly secure and is attacking Black's KBP. Wrong would have been 53. B—B7, on account of Kt—Kt6, whereby Black gets winning chances.

(o) Unfortunately White could not have played P—Kt5, inasmuch as Black's passed Pawns move faster than those of White after Kt—Q4ch.

(p) The attempt of 59. K—Kt5 leads to nothing, on account of the rejoinder, Kt—Q4, and the advance of the BP.

### Game No. 15—Philidor Defense.

(Played by Correspondence, between C. Behting and A. Niemzowitsch, of Riga in a Match of Two Games, April to December, 1911.

Score: Behting, 1½; Niemzowitsch, ½.

Behting, White:	Niemzowitsch, Black:	Behting, White:	Niemzowitsch, Black:
1. P—K4	P—K4	13. Kt—R3	RxP
2. Kt—KB3	P—Q3(a)	14. KtxP	R—Kt4(b)
3. P—Q4	Kt—KB3	15. P—QR4	R—Q4
4. B—QB4(b)	KtxP(c)	16. Kt—K3	R—Q4(g)
5. Castles	P—Q4	17. P—KB4	P—Kt3
6. KtxP	PxB(d)	18. Q—B3	Castles
7. R—K	Kt—QB3(e)	19. P—B5	PxP
8. KtxKt	PxKt	20. Q—Kt3ch	K—R
9. RxKtch	B—K2	21. Q—K5ch	K—Ktch
10. B—Kt5	B—K3	22. KtxP	Q—Kt3
11. BxB	QxB	23. R—Kt4	QxR
12. P—QB3	R—QKt	24. Kt—K7 mate	

(a) This defense, in connection with Kt—KB3, Mr. Niemzowitsch formerly considered good.

(b) A new move.

(c) If PxP, the following interesting variation would have resulted: 5. Kt—

Kt5, B—K3; 6. KtxB, PxKt; 7. B—K Kt5, and, after P—K4, White would get a strong attack, owing to both of his Bishops being in action.

(d) Best, under the circumstances, would have been B—K3. If B—K2, White could continue with KtxBP and Q—R5ch.

(e) There is nothing better at the disposal of Black. If KtxBP instead, Q—B3, etc.

(f) If R—QKt, Q—R4, etc.

(g) If R—QR4 instead; 17. Q—K, to be followed by P—QB4.

(h) If P—B3 instead, then follows QxB and White wins a piece.

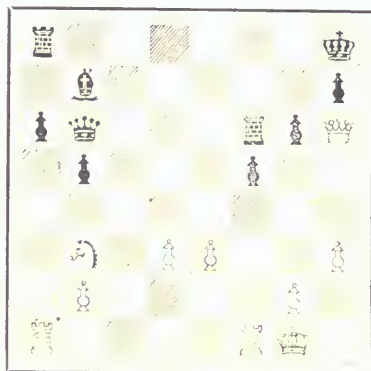
### Game No. 16—Ruy Lopez.

(By correspondence between Graf Ssergei L. Tolstoi\*, Moscow, and C. Behting, Riga, in the Fifth Tournament of "Nowoje Wremja," January to September, 1900).

Tolstoi. White:	Behting. Black:	Tolstoi. White:	Behting. Black:
1. P—K4	P—K4	15. PxP	P—Q4
2. Kt—KB3	Kt—QB3	16. PxP	KtxP
3. B—Kt5	P—QR3	17. Kt—B5	KtxB
4. B—R4	Kt—B3	18. KtxBch	QxKt
5. Kt—B3	B—K2	19. PxKt	P—K5!(d)
6. Castles	P—QKt4	20. Kt—Q4	QxP
7. B—Kt3	P—Q3	21. Kt—B5	P—Kt3
8. P—KR3	Kt—QR4	22. Q—Kt4	K—R(e)
9. P—Q3	KtxB	23. Q—R4(f)	Q—Kt3(g)
10. RPxKt	P—B3(a)	24. Kt—Q4	P—B4(h)
11. P—QKt4	Castles	25. Q—R6	R—B3(i)
12. B—K3	B—Kt2	26. Kt—Kt3(j)	PxP
13. Kt—K2	Q—B2(b)	27. PxP	
14. Kt—Kt3	P—B4(c)		

Position After White's 27th Move.

Black—Ten Pieces.



White—Ten Pieces

\*Son of Count Leo Tolstoi.

27. . . . P—Kt4  
 28. Q—R5(k) QxPch  
 29. R—B2 P—Kt5  
 30. PxP R—R3  
 31. QxP BxP

32. P—Kt5(l) R—KKt!  
 33. KxB(m) RxPch  
 34. QxR Q—R6ch  
 35. K—Kt Q—R8mate

(a) Perhaps castling would have been preferable to the text move.

(b) If Kt—Q2 instead, White would have continued P—Q4 and Black has no advantageous continuation.

(c) P—Q4 would have given White's Bishop a splendid square on QB5.

(d) If QxP at once, 20. P—Q4, with a good position for White.

(e) 22....B—B; 23. Kt—R6ch, K—Kt2; 24. Q—R4 would lead to nothing.

(f) On account of PxKt, P—Q4 would have been wrong here.

(g) The only correct rejoinder. As will easily be seen, PxKt would have been impossible on account of 24. Q—B6ch, K—Kt; 25. RxP.

(h) The position of Black's game is to be preferred on account of White's KP.

(i) KtxBP was threatening.

(j) A mistake of which Black avails himself by at once making a decisive combination. R—B2 was perhaps the best move here and Black would have probably then continued with QR—KB.

(k) On account of R—KKt, QxKtP could not be played.

(l) The only move to prevent the mate by means of R—R8ch and Q—R6.

(m) There is no defense after the text move. Black announces mate in three moves by 33....RxPch; 34. QxR, Q—R6ch; 35. K—Kt, Q—R8 mate.

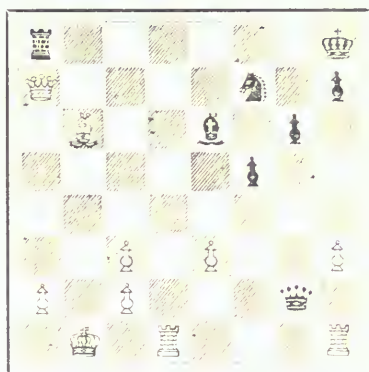
### Game No. 17—Three Knights Game.

(Played by Correspondence, between C. Behting, Riga, and A. N. Chardin, Samara, 1897).

Behting. White:	Chardin. Black:	Behting. White:	Chardin. Black:
1. P—K4	P—K4	13. BxP	Q—B3
2. Kt—KB3	Kt—QB3	14. Q—K2(d)	R—K
3. Kt—B3	P—KKt3(a)	15. P—KR3(e)	RxP
4. P—Q4	PxP	16. Q—B3(f)	Kt—R3
5. KtxP	B—Kt2	17. B—Q3	P—Q4(g)
6. B—K3	Kt—B3	18. BxR	QPxB
7. Q—Q2	Castles	19. Q—K2(h)	B—K3
8. Castles	Kt—KKt5	20. Q—Kt5!	Q—Kt4ch
9. B—KKt5(b)	P—B3	21. K—Kt	QxKtP
10. B—KB4	KtxKt	22. QxKtP	R—K
11. QxKt	P—KB4(c)	23. QxRP	P—K6
12. Q—B4ch	K—R		



Position After Black's 26th Move.  
Black—Eight Pieces.



White—Ten Pieces.

24. PxP	Kt—B2(i)	35. PxP	BxPch
25. B—Kt6	BxKt	36. K—Kt2	P—R4
26. PxB	R—R	37. R—KB2	B—K3
27. KR—Kt	RxQ(j)	38. P—R3	K—Kt3
28. B—Q4ch	K—Kt	39. B—Q4	B—B4
29. RxQ	R—R3	40. R—K	R—R4
30. P—B4	BxP	41. R—K7	R—Kt4ch
31. P—B3	P—Kt4	42. K—R2	Kt—Q3
32. B—B5	K—K:2	43. R(B2)—K2	R—Q4
33. P—KR4	P—Kt5	44. R—Kt7ch	K—R3
34. P—K4	B—K3	45. R(K2)—K7	Resigns(k)

(a) Preferred by Chardin and repeatedly played by him, as for instance, in his match against Schiffers.

(b) Played in order to avoid the exchange of B for Kt.

(c) Taking plenty of chances in sacrificing a Pawn.

(d) Probably the only move to save the exchange. If 14. R—Q2, PxP, threatening B—R3.

(e) More solid would have been to play P—KB3. White, however, still wished to avoid the exchange of B for Kt. (If 15... B—R3ch; 16. K—Kt, Kt—K6, etc.).

(f) Fatal would have been KtxR, on account of QxKtPch.

(g) Black must develop the Q wing of the board. If 17... R—K3; 18. KR—K, and Black would be very much hampered in his development, inasmuch as 18... R—QB3 was not possible on account of 19. R—K8ch.

(h) Of course not R—Q8ch, on account of QxR, to be followed by PxQ.

(i) He could not play BxKt at once, for if 25. PxB, R—R could not be played, because of 26. B—K5ch and mate next move.

(j) Forced. If Q—K5; 28. R—Q4, Q—B3; 29. R—Q8ch, RxR; 30. BxR, and if KtxB, 31. Q—Q4ch, to be followed by QxKt.

(k) There is no defense against the double threat of B—K3ch and R—K5.

### Game No. 18—Queen's Gambit Declined.

(Played between P. Otto, St. Petersburg, and C. Behting, Riga, in the Sixth Tournament of "Schachmatny Journal,"

December, 1897, to May, 1898).

Otto. White:	Behting. Black:	Otto. White:	Behting. Black:
1. P—Q4	P—Q4	16. Castles(d)	P—K5
2. P—QB4	P—K3	17. Kt—Q4	BxPch
3. P—K3	Kt—KB3	18. K—R(e)	Q—Kt3!(f)
4. Kt—QB3	QKt—Q2	19. B—K	B—Q2(g)
5. Kt—B3	P—B3	20. P—B4	Q—R3
6. B—Q3	B—Q3	21. P—KKt3(h)	R—B4(i)
7. B—Q2(a)	PxP	22. P—B5	BxPch
8. BxP	P—K4	23. K—Kt	B—Kt
9. P—Q5(b)	Kt—Kt3	24. Q—Kt2	Castles
10. PxBP	KtxB	25. B—Kt3	QxPch
11. PxP	BxKtP	26. B—B2	Q—R3
12. Q—R4ch	Q—Q2	27. QR—K	BxP
13. QxKt	QR—B	28. Kt—K6	B—R6
14. Q—Kt5(c)	B—B3	29. B—K3	BxQ
15. Q—K2	Q—Kt5	Resigns	

(a) P—QKt3, with the intention of following with B—Kt2, came also into consideration here.

(b) With this and the next move White plays to win a Pawn. Black does not object to it, inasmuch as he gets chances for a fine attack. For this reason, 9. PxKP, KtxP; 10. KtxKt, BxKt, was preferable.

(c) Played with the object of compelling Black to block his QR.

(d) K—B would have blocked the K's wing of the board.

(e) KxB could not be played, on ac-

count of 18. . . . Q—R5ch; 19. K—Kt Kt—Kt5.

(f) The strongest move. On account of 19. Kt—B5, 18. . . . Q—R5 was out of the question.

(g) A preparatory move. Kt—B5 again prevented Q—R3.

(h) In order to prevent mate, White had no other move at his disposal.

(i) Much stronger than BxP, inasmuch as after 22. K—Kt the B had to be exchanged sooner or later, whereby the attack would have been considerably weakened.

### Game No. 19—Sicilian Defense.

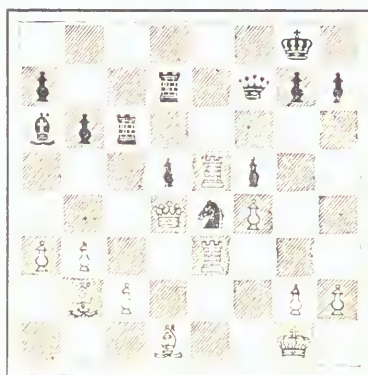
(By Correspondence, between C. Behting, Riga, and A. J. Romaschkewitsch, Charcow, in the Fifth Tournament of "Nowoje Wremja,"

January to December, 1900).

Behting. White:	Romaschkewitsch. Black:	Behting. White:	Romaschkewitsch. Black:
1. P—K4	P—QB4	15. R—K	Q—B3(c)
2. Kt—QB3	P—K3	16. P—KB4	Kt—B5
3. Kt—B3	Kt—QB3	17. B—B3	QR—Q
4. P—Q4	PxP	18. R—Kt	Q—B2
5. KtxP	Kt—B3	19. P—QKt3	Kt—Q3(d)
6. KKt—Kt5	B—Kt5	20. Q—Q4	P—QKt3
7. P—QR3(a)	BxKtch	21. R—K5(e)	Kt—K5
8. KtxB	P—Q4	22. B—Kt2	R—Q2(f)
9. PxP	KtxP	23. R—KB	R—B
10. KtxKt	PxKt	24. B—Q	R—B3
11. B—K2	Castles	25. Q—K3(g)	QR—B2
12. Castles	B—K3	26. R—K	B—B(h)
13. B—Q3	Kt—K4	27. Q—Q4	R—Q2
14. B—K2(b)	P—B4	28. R—K3	B—R3

Position After Black's 28th Move:

Black—Twelve Pieces.



White—Twelve Pieces.

29. B—R5	QxB(i)	32. QxPch	Q—K3(k)
30. R(K3)xKt	Q—Kt3(j)	33. QxQch	Resigns
31. R—K8ch	K—B2		

(a) With 7. Kt—Q6ch, K—K2; 8. B—KB4, P—K4; 9. Kt—B5ch, K—B; 10. B—Q2, P—Q4, nothing startling results for White.

(b) The continuation 14. BxPch, Kx

B; 15. Q—R5ch, K—Kt; 16. QxKt would, on account of Bishops of opposite colors, lead to a certain draw.

(c) It would have been wrong to advance the Bishop's Pawn at once, as will

be seen from the following variation:  
 15. . . . P—B5; 16. B—QKt5, Q—Kt4 (if  
 16. . . . R—B4; 17. BxP, or if 16. . . . Q—  
 B3; 17. Q—K2); 17. Q—K2, R—B4; 18.  
 B—Q3.

(d) Seemingly a mistake, but actually  
 the strongest continuation. If White,  
 for instance, had accepted the alluring  
 20. RxB, QxR; 21. BxP, his game, after  
 21. . . . Kt—B2, would have been irre-  
 parably lost.

(e) The White Rook, although it will  
 be locked in after the next move, has  
 an excellent position nevertheless.

(f) RxB was threatening.

(g) A waiting move, as White cannot  
 force a win at the present stage of the  
 game.

(h) What is the Bishop going to do?  
 To Kt2 or R3? Now White has a chance  
 of making a combination.

(i) Forced, inasmuch as White, after  
 P—KKt3, would win at once by 30. Rx  
 QP.

(j) The White Rook, as is easily per-  
 ceivable, cannot be taken either way.  
 30. . . . R—K3 would have given Black a  
 chance of offering a longer resistance.

(k) If RxQ, 33. R(K4)—K7 mate.

### Game No. 20—Giuoco Piano.

(By Correspondence, between J. Sybin, Gatschina, and C. Behting, Riga, in the  
 Fifth Tournament of "Nowoje Wremja," January, 1900 to May 17, 1901).

Sybin. White:	Behting. Black:	Sybin. White:	Behting. Black:
1. P—K4	P—K4	23. KtxP	R—B2
2. Kt—KB3	Kt—QB3	24. R—Kt	P—QR4(d)
3. B—B4	B—B4	25. Kt—K5(e)	KtxKt
4. P—B3	Kt—B3	26. PxKt	P—B4(f)
5. P—Q4	PxP	27. P—Kt3	P—KKt4
6. PxP	B—Kt5ch	28. QR—Q	R—K2
7. B—Q2(a)	BxBch	29. Kt—Q8(g)	Kt—B7
8. QKtxB	P—Q4	30. Kt—B6	R—QB2
9. PxP	KKtxP	31. R—K2	Kt—Kt5
10. Q—Kt3	QKt—K2	32. Kt—Q8	P—B5
11. Castles	Castles	33. P—K6(h)	K—B
12. R—K	P—QB3	34. Kt—B7	P—B6
13. P—QR4	Q—Kt3(b)	35. Kt—K5	P—B7
14. Q—R3	Q—B2	36. R—QB	QR—QB
15. QR—B	P—KR3	37. Kt—Kt4	K—K2
16. R—K5	B—K3	38. Kt—K3(i)	R—B3
17. P—QKt4	Kt—KKt3	39. K—B	KxP
18. KR—K	Q—Q3	40. R—Q2(j)	R—B6
19. Kt—K4(c)	QxP	41. K—K2	R(B)—B4
20. QxQ	KtxQ	42. P—R3	P—R4
21. BxB	PxB	43. P—B4	P—P
22. Kt—B5	P—Kt3	44. P—P	P—P5

45. P—B5ch            K—K2  
 46. P—B6ch           KxP  
 47. R—Q6ch(k)       K—K2

48. R—R6               R—K4  
 Resigns

(a) Of late the old continuation is often played here, namely, Kt—B3, Kt xP; 8. Castles, BxKt; 9. P—Q5, whereby White, with a sacrifice of a piece or one or two Pawns, gets a strong attack.

(b) In the Frankfort tournament of 1887, Harmonist played Q—B2 at this stage against Schiffers.

(c) P—QR4 was threatening.

(d) The Black Knight stands very strong on Kt5 and later renders excellent service in the advance of the QBP.

(e) Better seemed to have been here 25. R—K2 in order to reply to Black's R—K2 or R—K with 26. Kt—B4.

(f) Played in order to prevent the escape of the Kt via Q4.

(g) With 29. R—Q8ch, RxR; 30. KtxR, Kt—Q6 (R—Q2; 31. Kt—K6, K—B2 would be answered by 32. Ktx KtPch and 33. P—K6ch); 31. Kt—B6, R—K3; 32. R—Q, P—B5; 33. Kt any, Black would win the KP.

(h) Black would also get the better game if he had played Kt—K6 instead, for Black would have continued with R—K2; 34. Kt—Q4, R—Q, etc.

(i) Of course not KtxRP, on account of the rejoinder Kt—R7.

(j) White could not play KtxP, because, after K—B3, he would lose his Knight.

(k) It is curious to note that White cannot move any other piece except this Pawn, without at once losing the game.

### Game No. 21—Ruy Lopez.

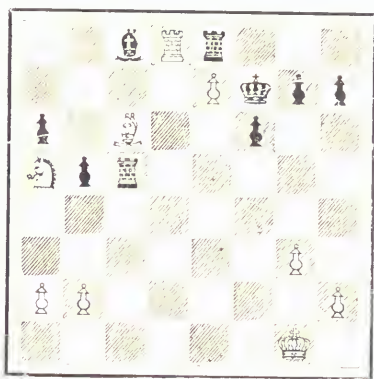
(Played by Correspondence, between G. G. Bartoschkiewitsch and C. Behting, of Riga, 1901).

Bartoschkiewitsch.	Behting.	Bartoschkiewitsch.	Behting.
White:	Black:	White:	Black:
1. P—K4	P—K4	12. BxB	RxB
2. Kt—KB3	Kt—QB3	13. P—KKt3	Kt—Kt5
3. B—Kt5	P—QR3	14. P—Q4	PxP
4. B—R4	Kt—B3	15. PxP	Kt—Kt4
5. P—Q3(a)	B—B4	16. KtxKt	QxKt
6. P—B3	Castles	17. P—B4	Q—B3
7. Castles	P—Q3	18. P—K5	PxP
8. B—KKt5	B—R2	19. BPxP	Q—QKt3(c)
9. QKt—Q2	Q—K2	20. Kt—B4	Q—R3
10. B—B2	Kt—Q	21. Q—K2	P—QKt4
11. R—K3	Kt—K3(b)	22. Kt—R5	P—QB4!(d)

23. P—Q5 (e)	Q—K6ch	29. QR=Q	P—B3 (f)
24. QxQ	KtxQ	30. P—K6	Kt—B4
25. KR—B	KtxP	31. RxKt (g)	RxR
26. B—K4	Kt—Kt3	32. P—K7	R—K
27. RxP	Kt—Q2	33. B—B6	K—B2
28. R—Q5	R—B2	34. R—Q8	

Position After White's 34th Move:

Black—Nine Pieces.



White—Nine Pieces.

34. — — —	R—B8ch	36. K—B3 (h)	RxB
35. K—B2	R—B7ch	37. Resigns (i)	

(a) A tame continuation, which, however, has often been played.

(b) Apparently better would have been BxB; 12. PxB, Kt—Kt5, followed by P—KB4. The Black Rook, after being placed at R2 and after the exchange of Bishops, has to play, for a long time, the part of a violet in the moss.

(c) Black entices White to bring his Knight to B4. He wanted to gain a tempo later by P—QKt4 and to bring his Rook into action in the sweet bye and bye.

(d) Now the Rook stands splendidly

with a good outlook.

(e) It is evident that Black, with R—K, would get a strong attack, had White taken the Pawn.

(f) This looks risky, but is nothing but a trap.

(g) The object is achieved. If 31. P—K7, RxP; 32. BxPch, KxB; 33. RxKt, R—K7, etc.

(h) If 36. K—Kt or K—K, RxKPch. If, on the other hand, K—B, B—R6ch, etc.

(i) If 37. KtxR, B—Kt2; 38. R—Q6, R—QB; 39. R—Q8, BxKtch; 40. K—K3, R—B2, and White loses a piece.



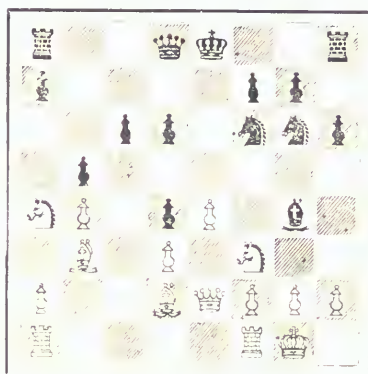
## Game No. 22—Vienna Opening.

(Played between A. Lueth and C. Behting, of Riga, 1907 to 1908).

Lueth.		Behting.	
White:		Black:	
1.	P—K4	P—K4	
2.	Kt—QB3	Kt—KB3	
3.	B—B4	B—B4	
4.	P—Q3	P—Q3	
5.	Kt—B3	P—B3	
6.	Castles	B—KKt5	
7.	B—KKt5	QKt—Q2	
Lueth.		Behting.	
White:		Black:	
8.	Q—K2	P—KR3	
9.	B—Q2	Kt—B	
10.	Kt—QR4	B—Q5(a)	
11.	P—B3	Kt—Kt3	
12.	PxB	PxP	
13.	P—QKt4(b)	P—QKt4	
14.	B—Kt3		

Position After White's 14th Move.

Black—Fifteen Pieces.

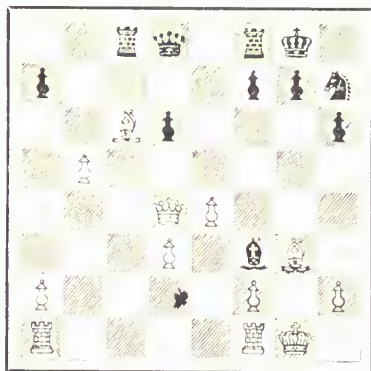


White—Fourteen Pieces.

14.	B—Kt3	Kt—R5	19.	B—Kt3	KtxKtch
15.	B—KB4(c)	PxKt	20.	PxKt	B—R4(e)
16.	BxQRP	Castles	21.	Q—Kt2	BxP
17.	BxBP	R—B	22.	QxP	
18.	P—Kt5(d)	Kt—R2			

Position After White's 22d Move.

Black—Eleven Pieces.



White—Twelve Pieces.

22. . . .	RxB	26. QxB	KtxQch
23. PxR(f)	Q—B	27. K—R	P—B4
24. Q—K3	Kt—Kt4	28. P—B7	P—B5
25. KR—B	Q—R6		Resigns

(a) This maneuver is somewhat original, to be sure, but its correctness is doubtful.

(b) In order to be able to advance the Pawn to its fifth and, at the same time, to create a retreating square for the Kt.

(c) If White attempts to save the piece with Kt—Kt2, then follows: 15. . . . Kt—R2 (threatening Q—B3 and eventually Kt—Kt4); 16. P—KR3, Q—Q2 (threatening BxKt and QxKRP, etc.); 17. P—K5 (if 17. PxB, QxKtP; 18. P—Kt3, KtxKtch; 19. K—Kt2, Kt—R5 and White loses his Queen), BxKt; 18. PxB, P—Q4; 19. P—K6, PxP, and Black has two Pawns for the piece and a strong attack, as for instance, 20. QR—K, Castles; 21. QxPch, QxQ; 22.

RxQ, Kt—B6ch, etc., or 20. P—KB4, Castles; 21. Q—R5, Q—K2, to be followed by R—B4, etc., or 20. P—KB4, Castles; 21. K—R2, P—K4, etc.

(d) Better would have been KR—B, in order to leave the KB square as an escape for the White K. \*

(e) Now Kt—Kt4 is threatening.

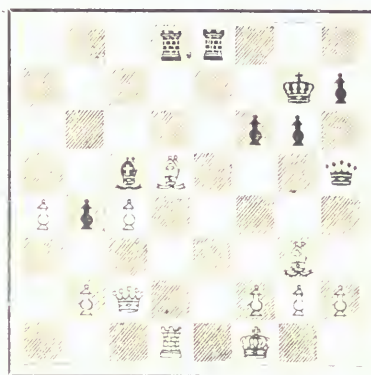
(f) Whether White could put up an adequate defense with the much better move of Q—K3 is doubtful. Black would have simply proceeded with R—B4 with a good game. Furthermore, Black had the following continuation at his command: 23. . . . Kt—Kt4; 24. P—KR4, P—KB4; 25. PxB, PxKP; 26. PxB, RxQ. Of course, the P on B6 would have been very strong then.

# Game No. 23—Ruy Lopez.

(Played by Correspondence, between Th. Wittram, Pulkowo, and A. Wittram, Riga, 1897 to 1898).

T. Wittram.		A. Wittram.		T. Wittram.		A. Wittram.	
White:		Black:		White:		Black:	
1.	P—K4	P—K4		16.	PxP	Q—Q3	
2.	Kt—KB3	Kt—QB3		17.	B—R4	PxP	
3.	B—Kt5	P—QR3		18.	Q—R5ch	P—Kt3	
4.	B—R4	Kt—B3		19.	Q—B3	B—K2	
5.	Castles	P—QKt4		20.	BxQP	R—Q	
6.	B—Kt3	KtxP		21.	R—Q	Q—K4	
7.	R—K	P—Q4		22.	P—B3	Q—B4	
8.	Kt—B3(a)	KtxKt		23.	Q—K2(f)	Q—K4(g)	
9.	QPxKt	B—K3		24.	QxP	K—B	
10.	P—QR4(b)	P—Kt5		25.	Q—Q3	Q—R4	
11.	B—Kt5	Q—Q2(c)		26.	B—Kt3	K—Kt 2	
12.	KtxP	KtxKt		27.	P—QB4	B—B4	
13.	RxKt	P—QB3(d)		28.	Q—B2(h)	KR—K	
14.	P—QB4(e)	P—B3		29.	K—B		
15.	RxBch	QxR					

Position After White's 29th Move.



Black—Nine Pieces.

White—Eleven Pieces.

29.		P—Kt6(i)	35.	B—B3(l)	P—B4
30.	Q—Q3	R—K4!!	36.	P—R3	P—B5
31.	R—K(j)	RxRch	37.	B—R2	B—Kt5
32.	KxR	R—Kch	38.	B—K2	P—Kt4!
33.	K—B	Q—R3	39.	QxP(m)	Q—K3
34.	Q—Q	K—R(k)	40.	Q—Q3	Q—KB3

41. P-KKt3(n) R-K6!  
 42. Q-Q7 PxP  
 43. Q-B8ch B-B  
 44. B-Kt P-Kt7ch  
 45. K-K(o) R-QKt6  
 46. Q-K8 RxKtP  
 47. P-B3 K-Kt2

48. Q-K3 K-R3  
 49. K-B2 Q-K2!  
 50. Q-K4(p) QxQ  
 51. PxQ B-B4ch  
 52. KxP BxB  
 Resigns

(a) The Handbook here recommends 8. P-Q4, B-K3 as the best continuation. The text move, however, may also be played.

(b) White now proceeds with a strong attack, which Black defends with great circumspection.

(c) If 11. . . P-B3; 12. KtxP, KtxKt; 13. RxKt, Q-Q2; 14. RxBch, QxR; 15. BxP, etc., with advantage to White.

(d) Why P-B3 could not be played is explained in note (c).

(e) In order to maintain the attack, White sacrifices the exchange, which is perhaps best under the circumstances.

(f) The exchange of Queens came also into consideration here.

(g) The sacrifice of the Pawn leads to a complicated game and to very interesting combinations.

(h) This move proves to be wrong. Better would have been P-Kt3, in order to strengthen the Pawn position on the Queen's wing.

(i) With this move Black begins the attack, which he pursues in brilliant style. It is obvious that the Pawn cannot be taken.

(j) 31. . . R-Q5, etc., was threatening; the Rook could not be taken because of 31. BxR, QxRch; 32. QxQ,

RxQch; 33. K-K2, R-QR8, etc., or 31. QxR, QxRch; 32. Q-K, Q-Q6ch; 33. Q-K2 (33. K-Kt, B-Kt5, etc.), Q-Kt8ch; 34. Q-K, QxP, etc. However, instead of the text move, 31. R-Q2, R-Q5; 32. Q-QB3, RxR; 33. QxR, Q-B4, etc., came also into consideration. This variation would also have led to very interesting complications.

(k) Played in order to avoid unpleasant checks at any future stage of the game.

(l) White had a very blocked position. He has to guard against B-Kt5 and he cannot play P-B3 on account of the rejoinder, Q-K6.

(m) If 39. Q-Q4ch, Q-Kt2; 40. QxQch, KxQ, and White has an untenable position. For instance: 41. P-B3, R-QR; 42. B-Q, RxP; 43. BxP, R-R8ch; 44. K-any, R-R8, etc.

(n) If 41. P-QKt3 instead, Q-R8ch; 42. Q-Q, QxQch, followed by R-K8 mate. The best continuation would have been P-KB3, which might have given White a draw. After the text move, Black destroys the White position by means of heavy blows.

(o) If 45. KxP, RxB; 46. P-QKt4, and the game would likewise have been hopeless.

(p) If QxQ instead, BxQ and B-B4ch would easily have won.

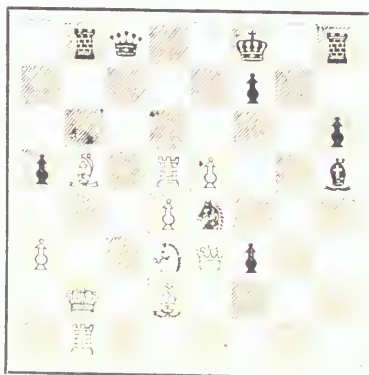
# Game No. 24—King's Gambit.

(Played between K. Gruenthal and A. Kreuzstein, of Riga, 1907 to 1908).

Gruenthal.		Kreuzstein.	
White:		Black:	
1.	P—K4	P—K4	
2.	P—KB4	PxP	
3.	Kt—KB3	Kt—KB3(a)	
4.	Kt—B3	P—Q4	
5.	P—K5((b)	Kt—R4	
6.	P—Q4	P—KKt4	
7.	B—Q3	P—KR3	
8.	Castles	B—K3	
9.	Kt—QR4(c)	Kt—Q2	
10.	P—B3	P—R3	
11.	P—QKt4	P—Kt3	
12.	Q—K2	Q—B	
13.	B—Q2	Q—Kt2	
14.	KR—B	B—K2	
15.	P—QR3	P—Kt5(d)	
16.	Kt—K	P—QB4	
17.	KtPxP	P—Kt4!!	
18.	QR—Kt	Q—B2	
19.	Kt—Kt2	KtxBP(e)	
20.	PxKt	BxPch	
21.	K—B(f)	Q—K2	
22.	Kt—B2	Q—R5	
23.	Kt—Q4	P—B6	
24.	Q—B2(g)	P—Kt6	
25.	RPxP	Q—R8ch?(h)	
26.	Q—Kt	KtxPch	
27.	K—B2	Q—R5	
28.	K—K(i)	BxKt	
29.	PxB	Kt—K7ch	
30.	P—Kt3	KtxKtP	
31.	K—Q	Kt—K5(j)	
32.	R—B7	B—Kt5	
33.	K—B2	P—QR4(k)	
34.	Q—K3	B—R4	
35.	BxPch	K—B	
36.	Kt—Q3	Q—Q	
37.	R—Q7	Q—Bch	
38.	K—Kt2	R—QKt	
39.	RxP(l)		

Position After White's 39th Move.

Black—Ten Pieces.



White—Ten Pieces.

39.	KtxB(m)	42.	RxR	QxRch
40.	QxB3	43.	K—R	Q—R5
41.	Kt—B4	44.	KtxB	QxRPch

45. Q—R2                      Q B6ch  
 46. Q—Kt2                    QxQch  
 47. KxQ                        R Kt

48. Kt B6                      R Kt7ch  
 49. K B3                       K K2  
 50. P Q5                       Resigns(n)

(a) This method of meeting the gambit deserves consideration.

(b) Better seems PxP, when the following variation would probably have resulted: 5... KtxP; 6. KtxKt, QxKt; 7. P Q4, B—Q3; 8. P B4, Q K3ch; 9. K—B2, P—QB4; 10. B—Q3, K—B, etc.

(c) Not very good, but the development of White's game is difficult.

(d) Now Black begins with a pretty strong attack.

(e) A beautiful and correct sacrifice.

(f) If the King moves to R1 instead, Black continues with Q—K2, and White would also be lost.

(g) If PxP instead, then follows: P—Kt6; 25. B—K, PxRP; 26. BxQ, P—R8(Q)ch, to be followed by QxQ.

(h) Too artificial. With 25... Ktx KtPch; 26. K—K, Q—R8ch; 27. B—KB, KtxB; 28. QxKt, PxKtP, Black could at once have decided the game in his favor.

(i) Black had taken this move and its consequences too little into consideration.

(j) With three Pawns for the piece Black has still a good game.

(k) Very cleverly played. If, for instance, 34. BxPeh, K Q; 35. R B6, B Q2, etc.

(l) If P R4, QxR.

(m) With the text move Black throws away his last chance. He ought to have played Q B3 at once. White has scarcely anything better than Kt B4 in this case, and the game would then have continued 40... RxBeh; 41. RxR, QxRch; 42. K any, QxRch; 43. KxQ, P—B7; 44. Q—R3, P—B8(Q); 45. QxQ, KtxB, to be followed by KtxQ and Black could have saved the game. If 40. QxKt, RxBeh; 41. K—R, QxR; 42. QxQ, RxQ; 43. Kt B4, B Kt3; 44. R Kt8ch (if KtxR, BxR, to be followed by P—B7), K Kt2; 45. RxR, P KB7, etc.

(n) R Kt8 was threatening.

### Game No. 25—Kieseritzky Gambit.

(Played by Correspondence, between A. Kreuzstein and K. Gruenthal, of Riga, 1905 to 1906).

Kreuzstein. White:	Gruenthal. Black:
1. P K4	P K4
2. P—KB4	PxP
3. Kt KB3	P KKt4
4. P KR4	P Kt5
5. Kt—K5	P Q4(a)
6. P Q4	Q K2(b)
7. Kt QB3	P QB3

Kreuzstein. White:	Gruenthal. Black:
8. BxP	PxP
9. Q K2(c)	P KB4
10. Castles	B R3
11. Q K3	BxB
12. QxB	Kt B3
13. B B4	R B3(d)
14. KK K	KKt Q2

15.	R K2	KtxKt
16.	PxKt	Kt Q2
17.	KR-Q2	QxP
18.	Q R6	Q-B3
19.	Q B4(e)	Kt K4
20.	R Q6	Q Kt2(f)
21.	KtxP(g)	PxKt(h)

22.	R-Q8ch	K-K2
23.	RxR	B-K3(i)
24.	RxR	KtxB
25.	Q-QB7ch	K B3
26.	QxQch	KxQ
27.	RxP	Kt K6
28.	RxPch	Resigns

(a) Not so good as the Paulsen Defense, B-Kt2, or the so-called Berlin Defense, Kt-KB3.

(b) In order to continue, after 7. BxP, with P-KB3; 8. Kt-Q3 (if KtxKtP, QxPch), QxPch.

(c) On account of P-KB3, White could not play KtxKP.

(d) It would have been a mistake to protect the KB2 square by B-K3. The following variation might then have arisen: 14. P-Q5, PxP; 15. KtxP, KtxKt; 16. RxKt, BxR; 17. BxB, and Black's chances would not look so well.

(e) If QxP, R-KR, etc.

(f) R-Q8ch, as analysis will show, leads to nothing. It appears, therefore,

as if Black, who has a Pawn plus, should, with careful play, have a game rich in bright prospects. The text move of White and its consequences, however, show something different altogether.

(g) A pretty and correct sacrifice.

(h) What would have happened if the sacrifice had not been accepted is shown by the following variation: First: 21... KtxB; 22. R-Q8ch, K-B2 (if K-K2 instead, Q-QB7ch); 23. Kt-Kt5ch, K-Kt; 24. QxKtch, etc. Second: 21... B-Q2; 22. Kt-B6ch, RxKt (or 22... K-Q; 23. KtxB, KtxKt; 24. RxKt, QxR; 25. Q-Kt5ch, K any; 26. RxQ, etc.); 23. QxKtch, etc.

(i) Black had nothing better.



# SUPPLEMENT.

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## THE RICE GAMBIT.

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At the time the work of compiling the contents of the book of the Riga Match and Correspondence Games was begun it was the purpose of Professor Isaac L. Rice, who has since passed from among us, to publish in permanent form the most recent analysis of the Rice Gambit, at that time prepared by Oldrich Duras, and arrangements to that end were made by him with the publishers of the American Chess Bulletin. Accordingly, the Duras manuscript was put in type, ready to go to press with the rest of the contents of the new book of match and correspondence games. Owing to the unforeseen delay and in view of the subsequent developments in the theory of the Rice Gambit, it behooves us to make certain additions, which we cull from "Twenty Years of the Rice Gambit," edited by Dr. H. Keidanz.

The analysis in question had for its basis the so-called Hellbach variation, wherein Black castles at his thirteenth turn. Working upon a line of play brought to light by Eduard Lasker, Duras produced an analysis which proved acceptable to Professor Rice. Subsequently the work was carried on by others, with the result that the Etica and Progressive variations were evolved, not long before the lamented death of Professor Rice in November, 1915. Thereupon the Rice Gambit was pronounced sound by a competent committee and the work of publishing the latest and completest edition of the Rice Gambit under the title of "Twenty Years of the Rice Gambit," began. After the death of her husband, Mrs. Rice directed the completion of the work of publication as a fitting memorial to one of the greatest benefactors of chess in America ever had.



PROFESSOR ISAAC L. RICE.  
(February 22, 1850—November 2, 1915.)

## ANALYSIS OF THE GAMBIT.

By Oldrich Duras, of Prague.

On the eve of my departure from the shores of hospitable America, I cannot refrain from expressing the great pleasure I derived from having come into closer contact with Professor Isaac L. Rice, the president of the Rice Chess Club of New York, and it will ever afford me deep satisfaction if I have been of some assistance to him in his analytical work upon the gambit that bears his honored name. I shall always look back with real appreciation to the many happy and interesting hours I spent in the company of Professor Rice while engaged in the earnest attempt to ferret out the real inwardness of this truly remarkable opening.

It will be recalled by those who are especially interested in the fate of the gambit that, in one variation, I succeeded in finding a move, which de-

feated a certain line of play adopted by Black. Professor Rice, however, during his stay in London, showed my discovery to Eduard Lasker, who hit upon a rejoinder, which, according to European authorities, disposed of my move. When he returned from Europe, Professor Rice seemed a bit dubious about my newly discovered move and suggested that I go over the entire ground very carefully.

By the analysis presented herewith, I think I have shown conclusively that Lasker's continuation does not accomplish what was claimed for it. Before proceeding with the technical part of this brochure, which, I take it, will be regarded as a supplement to the Fifth Edition of the Rice Gambit, I deem it in order to set forth a brief history of the famous gambit.

## HISTORICAL SKETCH.

About fifty years ago—in the year 1861, to be more exact—gambit play was the most attractive form of amusement for chess players, and particularly so in the case of “off-hand” games. This is not surprising in view of the fact that the games reared upon gambit foundations produce so many more exciting complications than do the so-called “sound” openings. Take, for instance, the Muzio gambit, wherein first a Pawn and then a piece are offered up and in which White obtains an exceedingly strong attack notwithstanding that his position is laid wide open. Black, harassed at every turn, is put to it constantly to find the correct defense. It was about this time that Professor Rice first took an interest in chess. True to his temperament, he immediately became conversant of the gambit form of play, and in the game he contested against Wolfisch, Neumann, Steinitz,

Winawer and De Riviere, among others, gambits were usually the order of the day.

Still more enthusiastically did Professor Rice come to think of gambits when Steinitz, in his match with Zuckertort, ventured upon a Kieseritzky Gambit. The game was won by Zuckertort. Quite naturally, Steinitz was most anxious to ascertain the underlying cause of his failure and, in the many analytical seances Professor Rice was wont to have with Steinitz, he was of appreciable assistance to the great Bohemian master in the latter's researches in Kieseritzky analysis. After the regular opening moves, acknowledged to be best in this gambit, Professor Rice suggested to Steinitz the sacrifice of a Bishop after Black's  $Kt-KR4$  by means of  $B \times P$ . For a long time the two analysts worked along this line, but to abandon it eventually, as the sacrifice

was finally found to be unplayable. Bent upon finding something new to uphold the soundness of the Kieseritzky Gambit, Mr. Rice at last hit upon the idea of sacrificing the Knight at K5. Thus was the Rice Gambit discovered.

There is another version of this highly interesting episode, which, in years to come, was destined to command the attention of the entire world of chess. It is furnished by "Die Moskauer Zeitung." According to that authority, the Rice Gambit, like many another great invention or discovery, was established by a mere chance. Professor Rice, so this yarn goes, was playing at a chess club one day when he inadvertently left his Knight "en prise." As it was not a game for life or death, he asked to recall the move, but his adversary insisted upon his pound of flesh. He got it, and the game proceeded with the White Knight on the discard pile. And so the Rice Gambit was ushered in. This version, however, must be regarded in the light of a little "Maerchen." In course of time, Professor Rice and his friends immediately pitched in and the real merit of the gambit soon began to dawn upon them when they realized that Black could

not long remain in possession of the extra piece without seriously compromising his position. Invariably, it was found to be an absolute necessity for him to return the piece, before it was taken from him with heavy toll into the bargain.

Not until 1898, however, did Professor Rice take his invention downright seriously. From that time on, Professor Rice, in conjunction with most of the leading masters of the world, began the extensive work of thorough analysis that has lasted to this day and has required an unlimited quantity of printer's ink to record it. Among his co-workers may be mentioned such names as those of Steinitz, Lipschuetz, Pillsbury, Lasker, Tschigorin, Alapin, Schlechter, Maroczy, Berger, Teichmann, Jasnogrodsky, Janowski, Mieses, Marshall, Napier, Capablanca, Julius Finn, Leon Rosen and others.

Where so much talent was at work, it was not to be wondered at that constant progress was made. The gambit had its vicissitudes; its ups and downs. Now it seemed invincible; then, again, quite hopeless. And so it went on, from year to year, defying the wiles of the

"busters," who would fain dig for it a permanent grave. Of course, it experienced relapses, being sound one day and quite the reverse within twenty-four hours after. But, in spite of all the setbacks, the triumphs and disappointments, here it is alive and hearty to-day, able to sit up and ready once more to go to press.

At the time of writing, the explorers of the gambit have reached a point where they can offer analysis so deep and complicated that no chess player, no matter what his rank, can venture a definite opinion. The problem before the chess world is so complex that even the widest possible range of inquiry cannot hope to exhaust the subject. Hundreds and thousands of variations have been compiled by the leading masters, but no definite result of their labors can be set down. They don't use it in the tournaments? Well, no one wants to sail around on a sea of uncertainty when they have much at stake. But the time may yet come. As a matter of fact, the gambit was essayed in international play and emerged unscathed. At other times, the players of the Black pieces had the opportunity given them

to play up to the gambit position, but they concluded prudence to be the better part of valor.

Unlimited variations might be added to those already set down, but it is not surprising that Professor Rice has finally decided to rest on his oars and be content with what has been done. Even though he has not actually reached "Farthest North," yet the greatest credit is due him for his unshakable belief in the correctness of his idea, for his painstaking and indefatigable studies and for his pertinacity in clinging to what so often appeared a forlorn hope. And these splendid qualities, exhibited in connection with his researches, have received their reward at last, for he has brought the gambit to a point where no one can positively demonstrate it to be untenable, or question its right to a place among the recognized openings.

In five editions all the variations have been placed before the chess-playing world and, furthermore, the literature of the gambit has been augmented greatly by the games of various matches and tournaments, including several by correspondence. These competitions include the tournaments at London, St.



Petersburg, Monte Carlo and Ostend, the correspondence tournaments of "Le Monde Illustré," the Lasker-Tschigorin and Lasker-Schlechter matches, besides the frequent tilts arranged between the leading Metropolitan players in New York. Mention should also be made of the many consultation games, played chiefly at the room of the Rice Chess Club. It is impossible to enumerate all of the contests, for a book of considerable dimensions would be necessary in which to place on record a complete and detailed list.

For all this the chess world at large owes a debt of gratitude to Professor Rice. He has provided countless entertaining positions, which are of benefit to the student, inasmuch as similar positions may crop up at any time in the games they play, and, having digested them, he will be able to put much of his acquired knowledge to practical use. In like manner does the study of end games benefit master players and put on the finishing touches to their training for

active tournament play. An excellent illustration of how an attack may be established under great difficulties is afforded by a variation in the Napier Defense, which wins for Black and which will be found in the text herewith.

Finally, I desire to express the hope that other patrons, following the example of Professor Rice, may come forward and give their time and support to the research of other chess openings, chiefly the Ruy Lopez and the Queen's Gambit. If that could ever be realized, the theory of the game would advance by leaps and bounds.

Professor Rice has set up for himself a lasting monument, and, as names of those of Morphy, Lasker, Steinitz, Tschigorin, Pillsbury and others, will always be looked upon as the greatest in the realm of chess, so Professor Rice's name will never be forgotten by present and future generations of chess players the world over.

OLDRICH DURAS.

New York, February, 1914.



## THE DURAS ANALYSIS.

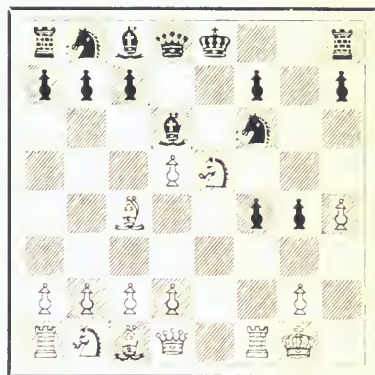
The eight moves of the Kieseritsky Gambit, which lead up to the position where the sacrifice of a piece brings up the Rice Gambit, are the following:

### Rice Gambit.

White:	Black:
1. P—K4	P—K4
2. P—KB4	P×P
3. Kt—KB3	P—KKt4
4. P—KR4	P—Kt5
5. Kt—K5	Kt—KB3
6. B—B4	P—Q4
7. P×P	B—Q3
8. Castles	

### RICE GAMBIT POSITION.

Black—15 pieces.



White—15 pieces.

Black to move.

Black, of course, takes the piece.

8. . . . B×Kt

Now White starts his maneuvers to regain the piece.

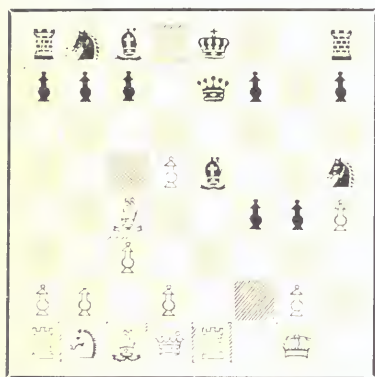
9. R—K Q—K2

10. P—B3 Kt—R4

This is the move which constitutes the "Jasnogrodsky Defense" of the Rice Gambit. The position at that stage of the game is shown in the appended diagram:

## THE JASNOGRODSKY DEFENSE.

Black—15 pieces.



White—14 pieces.

White to move.

11. P—Q4                      Kt—Q2

A supporting move, which usually led to Black's emerging with the exchange ahead, because, up to recently, it had always been the practice of White to recapture Bishop with Rook. The mo-

dus operandi was the following: 12. B

Kt5, K—Q (Napier's move); 13. BxKt, BxB; 14. RxB, QxP; 15. RxKt, etc. After a great deal of analysis had been expended upon the position, the continuation was not found to be wholly satisfactory. White, therefore, was forced back to the simpler move of.

12. PxB                      KtxP

Black has the option of playing QxP, but this was duly examined and failed to come up to expectations.

13. P—QKt3                      Castles

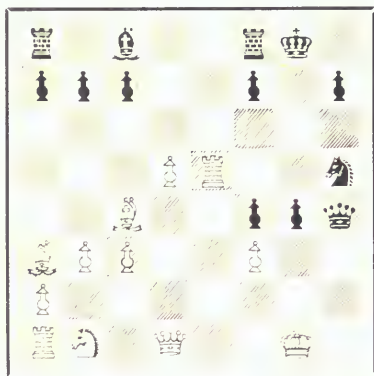
14. B—R3                      Kt—B6ch

15. PxKt                      QxP

16. R—K5

## THE DURAS VARIATION.

Black—13 pieces.



White—12 pieces.

Black to move.

The invention of Oldrich Duras, who happened upon it in the course of an extended analysis while residing in New York during July, 1913, and previous to the departure of Professor Rice for Europe. It appeared to be the right move in the right place for White until, upon his arrival in London, Professor Rice had suggested to him a surprising reply by Eduard Lasker, of Berlin, then a resident of the British capital.

16. . . . B—B4

This is the Lasker defense referred to. Instead of trying to save his King's Rook, which is attacked, or proceeding to harrass the White King with Queen, Black elects to offer the sacrifice of a piece in turn. Strange as it may seem, neither of the other alternatives will

avail Black at all, so far as forcing a win is concerned.

17. Kt—Q2

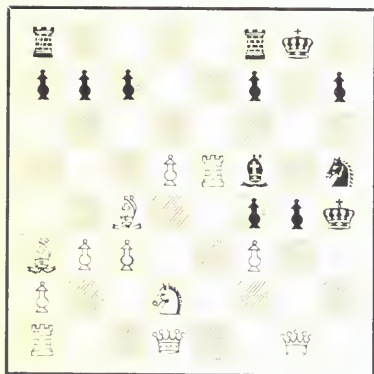
Wonders never cease. White has a piece for the asking, but must decline the Grecian gift. It is absolutely necessary for him to retain possession of the King's file for the present and for that purpose the Rook must remain where he is. Neither, as will be found after examination, can he stop to win the exchange by BxR. In illustration hereof the following variation is given:

- |                |          |
|----------------|----------|
| 17. PxP        | KR—K     |
| 18. B—K7(best) | RxB      |
| 19. RxR        | QxR      |
| 20. PxB        | Q—K6ch   |
| 21. K—B(best)  | R—K      |
| 22. Kt—Q2      | Q—R6ch   |
| 23. K—Kt       | K—R      |
| 24. Q—B3       | R—Ktch   |
| 25. K—B2       | Q—R5ch   |
| 26. K—K2       | R—Kt6    |
| 27. Q—B2       | R—K6ch   |
| 28. K—B        | Q—R5ch   |
| 29. Q—Kt       | Kt—K6ch  |
| 30. K—B2       | Kt—K5ch  |
| 31. KtxKt      | Q—B6mate |

It is left to the reader to decide whether the best moves were made on each side.

The position after White's move of 17. Kt—Q2:

Black—13 pieces.



White—12 pieces.

Black to move.

All of the variations which are feasible have been worked out by Mr. Duras and the complications which are shown are among the most entrancing to be found on the chess board.

### First Variation.

- |               |         |
|---------------|---------|
| 17. . . . .   | Q—Kt6ch |
| 18. K—B       | PxP     |
| 19. QxP       | B—R6ch  |
| 20. K—K2      | KR—K    |
| 21. QxQch     | KtxQch  |
| 22. K—B3      | RxR     |
| 23. KxP, etc. |         |

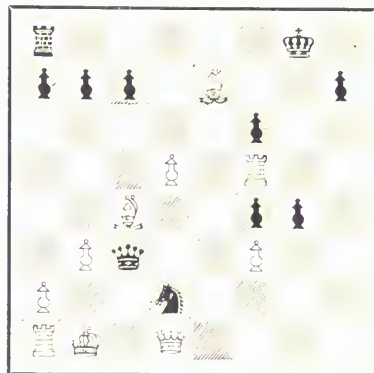
### Second Variation.

- |             |         |
|-------------|---------|
| 17. . . . . | Q—Kt6ch |
| 18. K—B     | Q—R6ch  |
| 19. K—Kt    | Kt—Kt6  |
| 20. BxR     | Q—R8ch  |
| 21. K—B2    | Q—R7ch  |
| 22. K—K     | Q—R5    |
| 23. B—K7    | P—KB3   |
| 24. RxB     | Kt—K5ch |

- |          |         |
|----------|---------|
| 25. K—K2 | Q—B7ch  |
| 26. K—Q3 | Q—K6ch  |
| 27. K—B2 | QxPch   |
| 28. K—Kt | KtxKtch |

In this extraordinary position White is by no means at the end of his resources, but gives up his Queen and then rapidly turns the tables upon Black:

Black—11 pieces.



White—10 pieces.

White to play.

- |                 |       |
|-----------------|-------|
| 29. QxKt        | QxQ   |
| 30. P—Q6ch      | K—Kt2 |
| 31. BxPch       | K—Kt3 |
| 32. BPxP        | P—KR3 |
| 33. B—B7ch      | K—R2  |
| 34. P—Kt5, etc. |       |

The best that White can do now is to draw by perpetual check. If he stops to win the rook, he loses by P—Kt6ch. If he plays PxP, then RxP again forces the draw.

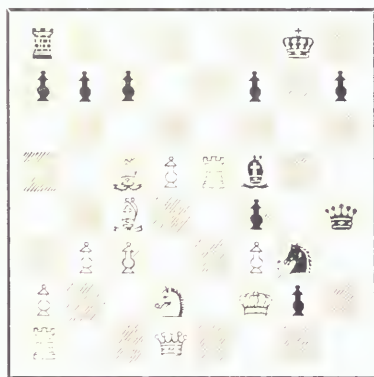
### Third Variation.

- |             |         |
|-------------|---------|
| 17. . . . . | Q—Kt6ch |
| 18. K—B     | Q—R7    |

- |          |          |
|----------|----------|
| 19. BxR  | P—Kt6    |
| 20. B—B5 | P—Kt7ch  |
| 21. K—K  | Q—R5ch   |
| 22. K—K2 | Kt—Kt6ch |
| 23. K—B2 |          |

Another astonishing situation, reminding one forcibly of Loyd's "Steinitz Gambit," where the King is made to face all manner of double checks, and still comes off triumphant. The diagram:

Black—12 pieces.



White—12 pieces.

Black to move.

- |           |         |
|-----------|---------|
| 23. . . . | Kt—K5ch |
| 24. KxP   | B—R6ch  |
| 25. K—R   |         |

Like the cat, the King has nine lives. Black can do no more than follow suit, in order to bring more force to bear upon the hapless (?) White King.

- |           |       |
|-----------|-------|
| 25. . . . | K—R   |
| 26. KtxKt | R—KKt |
| 27. R—Kt5 |       |

And the best Black now can get is a

draw. If, for instance, instead of R—KKt; 26. . . . B—B4ch; 27. K—Kt2, R—KKt; 28. K—B, etc.

#### Fourth Variation.

- |                |         |
|----------------|---------|
| 17. . . .      | Q—Kt6ch |
| 18. K—B        | KR—K    |
| 19. RxB        | R—K6    |
| 20. R—Kt5ch    | K—R     |
| 21. RxP        | Q—R6ch  |
| 22. K—B2, etc. |         |

#### Fifth Variation.

- |               |         |
|---------------|---------|
| 17. . . .     | Q—Kt6ch |
| 18. K—B       | Q—R6ch  |
| 19. K—Kt      | PxP     |
| 20. QxP, etc. |         |

#### Sixth Variation.

- |                |        |
|----------------|--------|
| 17. . . .      | Kt—Kt6 |
| 18. BxR        | Q—R8ch |
| 19. K—B2       | Q—R7ch |
| 20. K—K        | Q—R5   |
| 21. B—K7, etc. |        |

#### Seventh Variation.

- |           |      |
|-----------|------|
| 17. . . . | KR—K |
|-----------|------|

If 17. . . . QR—K; 18. R—K2, R—K6; 19. R—R2, Q—Kt4; 20. R—Kt2, KR—K; 21. Kt—B, etc. This is only one of the numerous variations arising from the text move. On close examination it will be seen that White, being a piece to the good, can, at the worst, effect a draw.

- |               |
|---------------|
| 18. Q—K, etc. |
|---------------|

## Eighth Variation.

17. . . . K—R  
 18. BxR RxB  
 19. Q—K Kt—Kt6  
 20. B—B R—Kt

If 20. . . . Q—R8ch; 21. K—B2, R—K Kt; 22. RxB, Q—R7ch; 23. B—Kt2, Ktx R; 24. Q—K5ch, Kt—Kt2; 25. R—R, Q—Kt6ch; 26. K—B, etc.

## Ninth Variation.

17. . . . P—KB3  
 18. R—K2

If, for instance, 18. RxB, Kt—Kt6; 19. RxP(B4), Q—R8ch; 20. K—B2, Q—R7 ch; 21. K—K, KR—Kch; 22. R—K4, KtxR; 23. PxKt, P—Kt6; 24. Q—Kt4ch, K—R; 25. Q—B4, etc.

# THE RICE GAMBIT SOUND.

(From "Twenty Years of the Rice Gambit.")

How well the late Professor Isaac L. Rice builded he never knew, for, although prior to his death on November 2, 1915, he had analyzed several of the new variations of his gambit, he had not that strength which would have enabled him to study all the variations and the often intricate positions included in the latest contribution to the gambit.

But he builded well. He has enriched his gambitness and has explored, through if not always obvious, byways of the royal game. All his life he had faith in his work—the sustained faith of a creator, and with him a band of enthusiasts believed and studied and worked against much discouragement and even partial failure—to win in the end.

The latest analysis proves the gambit sound. The history and development of the gambit is told elsewhere. Here it is in place to point out only the minimum historical facts necessary to understand the point at which the writers started. For years the most stubborn opposition to the Rice Gambit line of play came from what was then called "The London Variation." The Franco-Polish master, D. Janowski, in 1909 proposed an answer to that variation which appeared sound

and the pivotal move of which was Q—K2 for White on the 13th move. But, as reported in the pamphlet of Dr. H. Keidanz (first supplement), May, 1909, Marco demonstrated that the Janowski reply led to a clear win for Black. Thereafter many attempts were made to find the right answer to the "London Variation," but not until 1914 was the happy result conceived for the gambit. In that year the Bohemian master, O. Duras, proposed the following line of play, <sup>for the</sup> "London Variation," as played by Napier.

- |            |                                  |
|------------|----------------------------------|
| 12. PxB    | KtXP                             |
| 13. P—QKt3 | Castles                          |
| 14. B—R3   | Kt—B6ch (a brilliant sacrifice.) |
| 15. PxKt   | QxRP                             |

Hitherto a satisfactory reply to Black's 15th move could not be found. Duras proposed the following:

16. R—K5

By this move the dangerous attack of the "London Variation" was successfully parried and analysis proved that by it White could always draw the game. This is the contribution of Duras to the gambit and will remain one of its supporting columns for all time.

However, Black still remained with



another and apparently sound line of attack, based on the following 12th move: QxRP. It was to dispose of this line of play that the writers recently assembled in Utica at the New York State summer meeting, in order to renew the analysis of the gambit and to spare no effort in arriving at a satisfactory conclusion as to its soundness and unsoundness.

At Utica the writers experimented with a line of play, beginning with Black's 16th move: P—Kt6. After considerable study it was agreed that this move gives White a good game. Thereafter, and at the Progressive Chess Club of New York, the analysis was renewed with the following 16th move for Black: Kt—Kt6.

Strongest possible moves for Black, it was found that Black has three lines of play after White's 16th move, when Black's Bishop's Pawn is attacked:

1. . . . P—B6
2. . . . P—Kt6
3. . . . Kt—Kt6

As to the first, it was found that White is enabled to score a win.

The second, called the "Utica Variation," gives White a good game and at no time are its chances for drawing jeopardized.

The third alternative leads to the most

intricate play and to a variety and depth of combinations which truly may be called artistic. But in no event, no matter into what seemingly hopeless position the White King got, no matter how difficult it seems for White to hold the game, it successfully combats the attack of Black, utilizing beautiful play, and, finally, by disintegrating Black's attack, forces it back and gains the upper hand. In this variation, which leads to chess of consummate beauty, it is because the Rice Gambit opens up the opportunity for such play that it may be called a highly interesting contribution to the royal game.

It may be asserted that, as a result of the latest analysis and valid, within the limitations of all gambits. There is no attempt to claim here that White must win, but it is proved that White can draw in every variation. And the name of Professor Isaac L. Rice must now be inscribed in the Chess Hall of Fame as one whose genius contributed to the exploration of the beauties of the royal game.

J. BERNSTEIN.

OSCAR CHAJES.

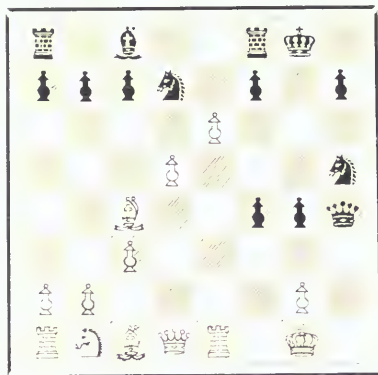
DR. H. KEIDANZ.

WM. G. MORRIS.

E. TENENWURZEL.

## Hellbach Variation.

13. . . . Castles.



## VARIATION CV.\*

White.

Black.

- |              |         |
|--------------|---------|
| 9. R—K       | Q—K2    |
| 10. P—B3     | Kt—R4   |
| 11. P—Q4     | Kt—Q2   |
| 13. P—K6     | QxRP    |
| 14. PxPch(b) | RxP(c)  |
| 15. P—Q6     | P—B6(d) |
| 16. BxRch    | KxB     |
| 17. R—K7ch   | K—B3    |
| 18. Q—Q4ch   | Kt—K4   |
| 19. QxKtch** |         |

(a) This famous move was played first by Hellbach against Schischkin in the 13th round of the St. Petersburg Rice Gambit Tournament. It is the only game of the Normal variation, 12... QxRP, played at that tournament.

(b) White cannot take the piece "en prise," as Black would gain a winning advantage by occupying the King's file with his Rook. If, for instance, 14. PxKt; then BxP; 15. Kt—Q2 (best), QR—

\*The original numbering in "Twenty Years of the Rice Gambit" is adhered to here.

K; 16. RxR, RxR; 17. Kt—B (forced), R—K8; 19. Q—Q2 (if Q—Q4, P—Kt6 would win immediately), P—B6; and now White is lost in every direction. I

give briefly the five main lines of play:

I. 20. Q—Kt5ch, QxQ; 21. BxQ, RxR,

II. 20. P—KKt3, QxPch, ...

Kt—B5 wins.

III. 20. Q—B2, P—Kt6; wins the Queen or White will be mated shortly.

IV. 20. PxP, PxP; 21. Q—B2, QxB; 22. QxR, Q—Kt5ch, K—B2; Q—R5ch wins the Queen.

V. 20. P—QKt3, Kt—Kt6; 21. QxR, Q—R8ch; 22. K—B2, PxP; 23. KtxKt, QxQch; 24. KxQ, P—Kt8 (Queen's) ch; 25. Kt—B, P—Kt6; 26. B—K3, Q—R8; 27. K—K2, P—Kt7; wins a piece.

(c) 14... KxP (see Variation 106); 14... K—Kt2 (see Variation 107 and all subsequent variations).

(d) If 15... P—Kt6, White wins easily by 16. Q—Q5, Q—R7ch; 17. K—B, Q—R8ch; 18. K—K2, P—B6ch; 19. QxP, Kt—K5; 20. BxRch, etc.

## VARIATION CVI.

White.

Black.

- |            |          |
|------------|----------|
| 9. R—K     | Q—K2     |
| 10. P—B3   | Kt—R4    |
| 11. P—Q4   | Kt—Q2    |
| 12. PxP    | QxRP     |
| 13. P—K6   | Castles  |
| 14. PxPch  | KxP      |
| 15. P—Q6ch | K—Kt3    |
| 16. B—Q3ch | K—R3     |
| 17. R—K7   | QKt—B3   |
| 18. Kt—Q2  | PxP(a)   |
| 19. Kt—B   | P—Kt6(b) |
| 20. Q—B3   | Q—Kt5    |
| 21. QxQ    | BxQ      |
| 22. KtxP.  | QR—K     |
| 23. RxP    | R—K8ch   |
- 24 Kt—B and White's game is preferable.

(a) If 18...Kt—Kt6; 19. Kt—B would follow, with a playable game.

(b) If 19...P—Q4, then 20. P—K Kt3, Q—Kt4; 21. PxP, KtxP; 22. Kt—Kt3, etc., with a good game.

## VARIATION CVII.

White.

Black.

- |          |       |
|----------|-------|
| 9. R—K   | Q—K2  |
| 10. P—B3 | Kt—R4 |
| 11. P—Q4 | Kt—Q2 |
| 12. PxP  | QxRP  |

- |             |           |
|-------------|-----------|
| 13. P—K6    | Castles   |
| 14. PxPch   | K—Kt2(a)  |
| 15. Q—Q4ch  | QKt—B3(b) |
| 16. R—K5    | P—B6(c)   |
| 17. R—Kt5ch | KxP       |
| 18. P—Q6ch  | B—K3(d)   |
| 19. BxBch   | K—K(e)    |
| 20. KB—B4   | Q—K8ch    |
| 21. B—B     | P—B7ch    |
| 22. QxP     | QxQch     |
| 23. KxQ     | Kt—K5ch   |
| 24. K—Kt    | KtxR      |
| 25. BxKt=   |           |

(a) On general principles, 14...K—R; is inferior.

(b) If 15. KKt—B3; then 16 R—K2, P—B6; 17. PxP, Q—Kt6ch; 18. R—Kt2, Q—K8ch; 19. K—R2, and Black must restrict himself to a draw by perpetual check. If he tries to win by 19...QxB, he would surely lose after 20 RxPch, K—R (forced); 21. P—Q6, etc.

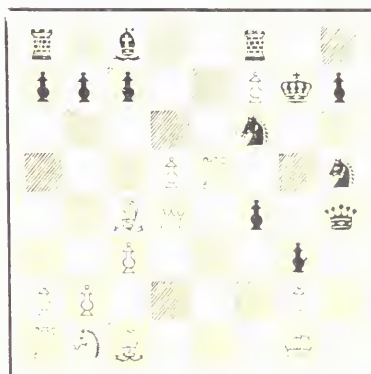
(c) If 16...RxP, or B—Q2; 17. BxP would follow, with a good game.

(d) If Black does not give away his Bishop, but plays K—K at once, he would be mated in at least four moves, beginning with Q—K5ch, etc.

(e) If 19...KxB; then White mates in three.

## Utica Variation.

16...P—Kt6.



## VARIATION CVIII.

White.	Black.
9. R—K	Q—K2
10. P—B3	Kt—R4
11. P—Q4	Kt—Q2
12. PxB	QxRP
13. P—K6	Castles
14. PxPch	K—Kt2
15. Q—Q4ch	QKt—B3
16. R—K5	P—Kt6(a)
17. Kt—Q2	Q—R7ch(b)
18. K—B	B—Kt5(c)
19. Q—Kt	P—B6(d)
20. KtxP	BxKt
21. PxB	Q—R5
22. B—K2	RxP
23. B—KKt5**	

(a) Played in a consultation game between Bernstein and Jaffe (White) against Chajes and Morris (Black), in the summer meeting of the New York State Chess Association, at Utica, 1915.

(b) As White is threatening Kt—B3, winning the Queen in two moves, Black is compelled to give the check on R7 without delay. If he plays 17... B—Kt5, White, with 18. Kt—B, avoids all difficulties.

(c) If 18... B—R6; (see Variation 111.) If 18... Q—R8ch; then 19. Q—Kt; and, after exchanging Queens, Black would have difficulty in holding the advanced Pawns on the King side and the end-game would surely result in a draw. If 18... K—Kt3; then 19. Kt—B3, Kt—Kt5; 20. B—Q3ch, wins.

(d) 19... RxP; (see Variation 109).

## VARIATION CIX.

White.	Black.
9. R—K	Q—K2
10. P—B3	Kt—R4
11. P—Q4	Kt—Q2

12. PxB	QxRP
13. P—K6	Castles
14. PxPch	K—Kt2
15. Q—Q4ch	QKt—B3
16. R—K5	P—Kt6
17. Kt—Q2	Q—R7ch
18. K—B	B—Kt5
19. Q—Kt	RxP(a)
20. Kt—B3	BxKt
21. PxB	QxQch(b)
22. KxQ	R—K
23. RxR	KtxR
24. B—Q2	R—K2
25. R—K	RxRch
26. BxR and Black cannot force a win, although he has more movable forces than White at his disposal.	

(a) If 19... KxP; then 20. Kt—B3, BxKt; 21. PxB, QxQch; 22. KxQ, R—K; 23. R—K6\*.

(b) 21... K—R; (see Variation 110). If 20... Q—B7; then 22. Q—Q4, P—B4; (if P—Kt7ch; then 23. K—Kt, Kt—Kt6; 24. B—Q2, with a good game); 23. Q—Q2, Q—Kt3; 24. Q—K2 =

## VARIATION CX.

White.	Black.
9. R—K	Q—K2
10. P—B3	Kt—R4
11. P—Q4	Kt—Q2
12. PxB	QxRP
13. P—K6	Castles
14. PxPch	K—Kt2
15. Q—Q4ch	QKt—B3
16. R—K5	P—Kt6
17. Kt—Q2	Q—R7ch
18. K—B	B—Kt5
19. Q—Kt	RxP
20. Kt—B3	BxKt
21. PxB	K—R
22. Q—Kt2(a)	R—Kt2(b)
23. B—Q2	R—KB

24. QR—K            Kt—Kt5  
 25. QxQ(c)          PxQ  
 26. RxKt\*\*

(a) 22. QxQ, followed by 23. K—Kt2, would be fatal on account of Black's rejoinder, R—Kt2, threatening to double the Rooks and to draw the White King into a mating net.

(b) If 22...Q—R5; then 23. B—Q2, Kt—Kt5; 24. R—K4, Kt—R7ch; 25. K—K2, etc.

(c) If 25. PxKt; Black would win by QxQch; 26. KxQ, P—B6ch, etc.

### VARIATION CXI.

White.

Black.

9. R—K            Q—K2  
 10. P—B3          Kt—R4

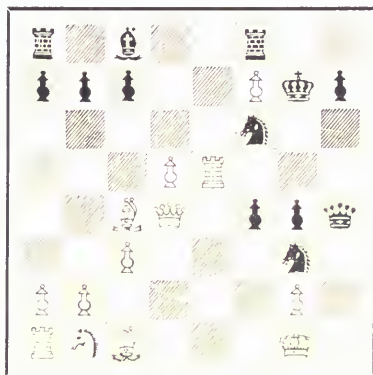
11. P—Q4            Kt—Q2  
 12. PxB            QxRP  
 13. P—K6            Castles  
 14. PxPch            K—Kt2  
 15. Q—Q4            QKt—B3  
 16. R—K5            P—Kt6  
 17. Kt—Q2            Q—R7ch  
 18. K—B            B—R6  
 19. Q—Kt.            Kt—Kt5  
 20. R—Kt5ch        K—R3(a)  
 21. Kt—B3            QxQch(b)  
 22. KxQ            Kt—R7  
 23. RxP            KtxR  
 24. KxKt\*\*

(a) If K takes the Pawn or moves anywhere else, White does not vary the line of play.

(b) If 21...RxP; then 22. RxKtch, KxR; 23. KtxQ, would win.

### Progressive Variation.

16...Kt—Kt6.



### VARIATION CXII.

White.

Black.

9. R—K            Q—K2  
 10. P—B3          Kt—R4  
 11. P—Q4            Kt—Q2  
 12. PxB            QxRP  
 13. P—K6            Castles

14. PxPch            K—Kt2  
 15. Q—Q4ch          QKt—B3  
 16. R—K5            Kt—Kt6(a)  
 17. Kt—Q2(b)        Q—R8ch(c)  
 18. K—B2            P—B6(d)  
 19. KtxP            PxKt  
 20. R—Kt5ch        KxP  
 21. P—Q6ch        B—K3

22. BxBch K—K  
 23. RxKt PxP(e)  
 24. B—KB4 QxR  
 25. P—Q7ch K—Q(f)  
 26. BxPch KxB  
 27. Q—B5ch\*\*

(a) This move was analyzed for many months at the Progressive Chess Club of New York. By the untiring efforts of Messrs. Bernstein, Chajes, Morris, Tenenwurz and Dr. Keidanz the following analysis has brought the gambit to its present favorable stage.

(b) White can take the Bishop's Pawn neither with his Bishop nor Queen, as Black would gain a winning advantage, for instance:

A—If 17. BxP, Q—R8ch; 18. K—B2, Kt—B4; 19. RxKt, (if Q—Q3, then P—Kt6ch; 21. BxP, Kt—Kt5ch; 22. K—B3, KtxRch; 23. BxKtch, KxP; 24. P—Q6ch, K—K; and Black wins), BxR; 20. P—Q6, P—B4; 21. Q—K5, QR—K; and White is lost.

B—If QxBP, Q—R8ch; 18. K—B2, QKt—K5ch; 19. RxKt, KtxRch; 20. QxKt, QxB; 21. P—Q6, Q—Kt4; and Black should win.

(c) 17...P—B6; 18. KtxP, Q—R8ch; 19. K—B2, PxKt; 20. R—Kt5ch, would be merely a transposition of moves.

If 17...P—KR3; see Variation 116.

If 17...B—B4; see Variation 118.

If 17...RxP; see Variation 121.

If 17...Kt—B4; see Variation 124.

(d) If 18...Kt—B4; see Variation 113.

(e) If 23...Kt—Kt5ch; then 24. BxKt, PxPch; 25. B—B4.\*\*.

(f) If 25...K—K2; White mates in a few moves, beginning with 26. R—Kt7ch, etc.

## VARIATION CXIII.

	White.	Black.
9.	R—K	Q—K2
10.	P—B3	Kt—R4
11.	P—Q4	Kt—Q2
12.	PxB	QxRP
13.	P—K6	Castles
14.	PxPch	K—Kt2
15.	Q—Q4ch	QKt—B3
16.	R—K5	Kt—Kt6
17.	Kt—Q2	Q—R8ch
18.	K—B2	Kt—B4(a)
19.	QxBP	P—Kt6ch(b)
20.	K—K2	QxPch
21.	K—Q	Q—R8ch
22.	K—B2	P—Kt7(c)
23.	Q—Kt5ch**	

(a) 18...KKt—R4; see variation 114.

(b) If 19...RxP; 20. P—Q6, R—B; 21. Q—Kt5ch, K—R; 22. QxKtch, RxQ; 23. R—K8ch, R—B; (K—Kt2; then 24. R—Kt8ch, K—R3; 25. Kt—B3ch, etc.); 24. RxRch, K—Kt2; 25. R—Kt8ch, K—B3; 26. Kt—K4ch, K—K4; 27. R—K8ch, Kt—K2; 28. RxKtch, K—B4; 29. Kt—Kt3ch.\*\*

(c) If 22...Q—R4; then 23. B—Q3, P—Kt7; 24. Kt—B3, QxKt; 25. QxQ, P—Kt8 (Queens); 26. B—R6ch, and wins.

## VARIATION CXIV.

	White.	Black.
9.	R—K	Q—K2
10.	P—B3	Kt—R4
11.	P—Q4	Kt—Q2
12.	PxB	QxRP
13.	P—K6	Castles
14.	PxPch	K—Kt2
15.	Q—Q4ch	QKt—B3
16.	R—K5	Kt—Kt6

17. Kt—Q2            Q—R8ch  
 18. K—B2            KKt—R4  
 19. R—Kt5ch        K—R3(a)  
 20. Kt—B3            P—Kt6ch(b)  
 21. RxP               KtxR  
 22. QxKtch\*\*

(a) If 19...K—R; then 20. Kt—K4, RxP; (P—Kt6ch; 21. K—B3, B—R6; 22. RxKt, QxPch; 23. KxP, and wins); 21. KtxKt, RxKt; (KtxKt; BxP, etc.); 22. BxP, Q—R5ch; 23. K—Kt, P—Kt6; 24. RxKt, QxB; 25. QxQ, RxQ; 26. B—Q3,\*

(b) If 20...PxKt; see Variation 115.

#### VARIATION CXV.

- | White.      | Black.    |
|-------------|-----------|
| 9. R—K      | Q—K2      |
| 10. P—B3    | Kt—R4     |
| 11. P—Q4    | Kt—Q2     |
| 12. PxB     | QxRP      |
| 13. P—K6    | Castles   |
| 14. PxPch   | K—Kt2     |
| 15. Q—Q4ch  | QKt—B3    |
| 16. R—K5    | Kt—Kt6    |
| 17. Kt—Q2   | Q—R8ch    |
| 18. K—B2    | KKt—R4    |
| 19. R—Kt5ch | K—R3      |
| 20. Kt—B3   | PxKt      |
| 21. BxP     | Q—R5ch    |
| 22. P—Kt3   | Q—R7ch(a) |
| 23. KxP     | KtxB      |
| 24. QxKt    | Kt—R4     |
| 25. RxKtch  | KxR       |
| 26. P—Kt4ch | BxPch     |
| 27. QxBch   | K—R3      |
| 28. P—Q6    | Q—R4      |
| 29. QxQch   | KxQ       |
| 30. P—Q7 =  |           |

(a) If 22...QxR; then 23. BxQch, KxB; 24. KxP, and Black cannot win, no matter how he plays. He is compelled to guard his King. Should he at-

tempt to develop his forces for an attack, Black's King would be exposed to all manner of checks from the Queen.

#### VARIATION CXVI.

- | White.       | Black.    |
|--------------|-----------|
| 9. R—K       | Q—K2      |
| 10. P—B3     | Kt—R4     |
| 11. P—Q4     | Kt—Q2     |
| 12. PxB      | QxRP      |
| 13. P—K6     | Castles   |
| 14. PxPch    | K—Kt2     |
| 15. Q—Q4ch   | QKt—B3    |
| 16. R—K5     | Kt—Kt6    |
| 17. Kt—Q2    | P—KR3     |
| 18. Kt—B     | Q—R8ch(a) |
| 19. K—B2     | P—B6(b)   |
| 20. BxPch(c) | KxB(d)    |
| 21. Q—B4ch   | K—R2      |
| 22. B—Q3ch   | B—B4(e)   |
| 23. BxBch    | K—R       |
| 24. QxKt**   |           |

(a) 18...P—B6; see Variation 117. Black could transpose the 17th and 18th moves, which would not, of course, change the line of play given in this variation.

(b) If 19...KtxKt; then 20. BxP, P—Kt6ch; 21. BxP, Kt—Kt5ch; 22. K—B3, KKt—R7ch; (KtxRch; then 23. QxKtch, KxP; 24. RxKt, K—Kt3ch; 25. B—B4, with a good game); 23. BxKt, KtxBch; 24. K—Kt3,\*\*.

(c) White cannot take the Kt en prise either with his K or his Kt, as Black would answer QxPch, with a winning game.

(d) If 20...QxB; then 21. KtxKt, PxP; 22. R—R5, Q—Kt3; 23. B—Q3, QxP; 24. R—R7ch\*\*.

(e) If 22...K—Kt2; then 23. Q—Kt5ch, and mate next move.



## VARIATION CXVII.

White.	Black.
9. R-K	Q-K2
10. P-B3	Kt-R4
11. P-Q4	Kt-Q2
12. Px-B	QxRP
13. P-K6	Castles
14. PxPch	K-Kt2
15. Q-Q4ch	QKt-B3
16. R-K5	Kt-Kt6
17. Kt-Q2	P-KR3
18. Kt-B	P-B6
19. KtxKt	QxKt
20. BxPch	K-R(a)
21. B-Kt7ch	KxB(b)
22. R-Kt5ch	KxP
23. P-Q6ch	B-K3
24. BxBch	K-K(c)
25. Q-R4ch	P-B3(d)
26. Q-B2	Kt-K5
27. R-Kt7(e)	P-B7ch
28. K-B	Q-R5
29. QxKt	Q-R8ch
30. K-K2	P-B8(Qch)
31. RxQ	QxRch
32. K-K3 and Black is obliged to draw the game.	

(a) If 20...KxB; then 21. Q-K3ch, K-R2; 22. B-Q3ch, K-Kt2; 23. Q-Kt5ch, and mate next move.

(b) If 21...K-R2; then 22. R-R5ch, KtxR; 23. B-Q3, and mate next move.

(c) If 24...KxB; then 25. Q-K3ch, KxP; 26. R-Qch, K-B3; 27. Q-B5, mate.

(d) If 25...K-Q; 26. PxPch, KxP; K-K2; 27. Q-Kt4ch, KxB; 28. Q-B4ch, K-K2; 29. R-Kt7ch, K-K; 30. Q-K6, mate; 27. R-Kt7ch, K-Kt;

28. RxPch, KxR; 29. Q-Kt5ch, K-B2; 30. Q-B5ch, and White draws by perpetual check.

(e) Threatens to draw the game.

## VARIATION CXVIII.

White.	Black.
9. R-K	Q-K2
10. P-B3	Kt-R4
11. P-Q4	Kt-Q2
12. Px-B	QxRP
13. P-K6	Castles
14. PxPch	K-Kt2
15. Q-Q4ch	QKt-B3
16. R-K5	Kt-Kt6
17. Kt-Q2	P-KR3
18. P-Kt3	Q-R5(c)
19. K-B2	P-B6
20. PxP(c)	PxP
21. KtxP(d)	KKt-K5ch
22. RxKt	BxR
23. QxKtch	KxQ
24. B-Kt5ch	K-Kt3(e)
25. RxQ	BxKt
26. R-KKt	RxP
27. B-B4ch**	

(a) If 17...B-Q2; 18. P-Kt4, to be followed by B-Kt2, etc.

(b) 18...B-Kt3; see Variation 119. 18...P-B4; see Variation 120.

(c) White cannot take the Knight, as he would be mated in four moves at the most.

(d) If 21. KxKt; then Q-Kt7ch, would follow, and, after 22. K-B4, P-B4 Black would regain his piece with a winning advantage.

(e) If 24...K-B4; then 25. RxQ, BxKt; 26. R-KKt, with about even chances.

## VARIATION CXIX.

White.

Black.

9. R K	Q K2
10. P B3	Kt R4
11. P Q4	Kt Q2
12. Px B	QxRP
13. P K6	Castles
14. PxPch	K Kt2
15. Q Q4ch	QKt B3
16. R K5	Kt Kt6
17. Kt Q2	B B4
18. P Kt3	B Kt3
19. B Kt2	Kt B4(a)
20. QxBt?	Kt R4
21. Q R2	Q Kt4(b)
22. R Q	P Kt6
23. Q R	Q B5
24. Kt B3**	

(a) If 19...RxP; then 20. QR-K, with a good game.

(b) If 21...Q B3; then 22. R K6\*\*.

## VARIATION CXX.

White.

Black.

9. R K	Q K2
10. P B3	Kt R4
11. P Q4	Kt Q2
12. Px B	QxRP
13. P K6	Castles
14. PxPch	K Kt2
15. Q Q4ch	QKt B3
16. R K5	Kt Kt6
17. Kt Q2	B B4
18. P Kt3	P B4
19. PxP	QR Q
20. QxBP	B Kt3(a)
21. P B7	Q R5ch
22. K B2	RxKtch
23. BxR	QKt K5ch
24. RxKt	KtxRch
25. QxKt	Q R5ch
26. P Kt3**	

(a) If 20...QKt R4; then 21. Q R6ch, K R; 22. P B7, R B; 23. B Kt2, etc.

## VARIATION CXXI.

White.

Black.

9. R K	Q K2
10. P B3	Kt R4
11. P Q4	Kt Q2
12. Px B	QxRP
13. P K6	Castles
14. PxPch	K Kt2
15. Q Q4ch	QKt B3
16. R K5	Kt Kt6
17. Kt Q2	RxP
18. Kt B	Q R8ch(a)
19. K B2	P B6(b)
20. B R6ch	KxB(c)
21. Q B4ch	K Kt2
22. KtxKt	QxPch(d)
23. K K	P B7ch(e)
24. K Q	Q B6ch
25. QxQ	PxQ
26. K Q2	B R6
27. R R	B Kt7
28. R R4	P KR4(f)
29. R Kt5ch	K B(g)
30. K K3	R Kch
31. KxP	Kt Kt5ch
32. KRxKt	PxR
33. P Q6	PxP
34. BxR	KxB
35. RxP	

(a) If 18...P B6; before checking with the Queen at R8, then White replies 19. B R6ch, and the variation remains substantially the same. This means only the transposition of the moves 18-22.

(b) If 19...KKt R4; see Variation 122. If 19...Kt B4; see Variation 123.

(c) If 20...K Kt; then 21. KtxKt, to be followed by 22. P Q3, or if 20...

K—Kt3; then 21. KtxKt, QxPch; 22. K—K3, KxB; (QxKt; 23. B—B4, etc.); 23. Q—B4ch, K—Kt2; 24. R—Kt5ch, and whether Black plays K—R or K—B, White would win by 25. P—Q6, or if 20...QxB, then 21. KtxKt, PxP; 22. R—R5, Q—Kt3; 23. B—Q3, wins.

(d) If 22...QxR; then 23. Kt—R5ch leads to a draw. Or if 22...Kt—K5ch; then 23. K—K3, RxQ; 24. KtxQ, PxP; 25. KxR\*\*.

(e) If 23...B—Q2; then 24. P—Q6, KR—B; 25. R—K7ch, K—R; 26. K—Q, QR—K; (QxKtP; 27. R—B, B—R5ch; 28. K—K, QR—K; 29. Q—R6, RxR; 30. PxR\*); 27. Q—R6, with a good game.

(f) If 28...R—K; then 29. RxR, KtxR; 30. K—K3, etc.

(g) If 29...K—R3; then 30. R—K5, to be followed by 31. KtxP,\*.

#### VARIATION CXXII.

White.	Black.
9. R—K	Q—K2
10. P—B3	Kt—R4
11. P—Q4	Kt—Q2
12. PxB	QxRP
13. P—K6	Castles
14. PxPch	K—Kt2
15. Q—Q4ch	QKt—B3
16. R—K5	Kt—Kt6
17. Kt—Q2	RxP
18. Kt—B	Q—R8ch
19. K—B2	KKt—R4
20. RxKt	QxR(a)
21. BxP	B—B4
22. Kt—K3	Q—Kt3
23. R—K**	

(a) If 20...P—Kt6ch; then 21. K—K, QxR; 22. BxP, B—Q2; 23. KtxP, and

Black gets into trouble, as his Queen is in danger of being captured.

#### VARIATION CXXIII.

White.	Black.
9. R—K	Q—K2
10. P—B3	Kt—R4
11. P—Q4	Kt—Q2
12. PxB	QxRP
13. P—K6	Castles
14. PxPch	K—Kt2
15. Q—Q4ch	QKt—B3
16. R—K5	Kt—Kt6
17. Kt—Q2	RxP
18. Kt—B	Q—R8ch
19. K—B2	Kt—B4
20. QxBP	Kt—R5(a)
21. K—K2	QxPch(b)
22. K—Q	Kt—Kt3(c)
23. R—Kt5	Kt—K5(d)
24. RxKtch	PxR
25. Q—R6ch	K—Kt
26. QxPch	K—B
27. B—R6ch, to be followed by 28. Kt—Kt3, with an excellent game.	

(a) Black here can win the exchange by 20...Kt—K5ch; but after 21. RxKt, Kt—Q3; 22. R—K7, RxR; 23. Q—Kt5ch, K—B; (K—B2; then Kt—Kt3.); 24. Q—R6ch, QxQ; 25. BxQch, K any; 26. B—Kt3, could hardly realize his material advantage to a clear win.

(b) If 21...KtxKtP; then 22. Q—Kt5ch, K—R; 23. P—Q6, threatening 24. QxKtch\*.

(c) If 22...Q—B6ch; then 23. QxQ, KtxQ; 24. R—K2==

(d) If 23...Q—B6ch; then 24. QxQ, PxQ; 25. B—K3==

## VARIATION CXXIV.

White.

Black.

- |     |         |          |
|-----|---------|----------|
| 9.  | R—K     | Q—K2     |
| 10. | P—B3    | Kt—R4    |
| 11. | P—Q4    | Kt—Q2    |
| 12. | PxB     | QxRP     |
| 13. | P—K6    | Castles  |
| 14. | PxPch   | K—Kt2    |
| 15. | Q—Q4ch  | QKt—B3   |
| 16. | R—K5    | Kt—Kt6   |
| 17. | Kt—Q2   | Kt—B4    |
| 18. | QxBP    | Kt—R4    |
| 19. | Q—R2    | Q—B3(a)  |
| 20. | QxKt(b) | QxR      |
| 21. | QxPch   | K—R      |
| 22. | Kt—B3   | Q—Kt2(c) |
| 23. | QxQ     | KxQ      |

24. B—B4            Kt—Q3

25. B—Kt3           RxP

26. B—K5ch and Black would not realize his material advantage.

(a) If 19...QxQch; then 20. KxQ, RxP; 21. P—Q6, PxP; 22. BxR, PxR; 23. BxKt,\*\*.

(b) If White moves his KR (except to K6), Black would easily win by 21... Q—Kt3ch; etc. And if White sacrifices the exchange on K6, Black replies BxR; and after PxB, White's game would be beyond salvation.

(c) If 22...Q—Kt6; then 23. QxQ, KtxQ; 24. P—Q6, with a winning attack. And if 22...Q moves elsewhere, it is to White's advantage.

## RICE GAMBIT BY CORRESPONDENCE.

While the material for this pamphlet was in course of preparation, my attention was drawn to a game in the "Bal-tische Schachblaetter," Vol. II., which, with the Rice Gambit for its opening, had been contested by correspondence during the years 1904 and 1905, between Th. Germann, of Karlsruhe, and Aug. Lueth, of Riga. By a happy coincidence, this game ran along the very lines of the variation which forms the basis of the analysis that has been presented in this Supplement. The player of the White pieces selected the continuation of 16. Kt—Q2, instead of R—K5, as recommended by myself. Black won after a very interesting encounter, creditable alike to both players, and one which reflects credit also upon the inventor of the gambit. The notes originally appeared in the "Rigaer Tageblatt."

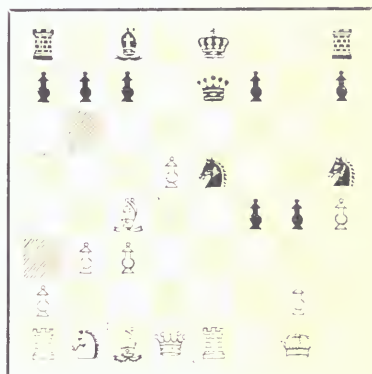
### Rice Gambit.

Germann. White.	Lueth. Black.
1. P—K4	P—K4
2. P—KB4	PxP
3. Kt—KB3	P—KKt4
4. P—KR4	P—Kt5

5. Kt—K5	Kt—KB3
6. B—B4	P—Q4
7. PxP	B—Q3
8. Castles(a)	BxKt
9. R—K	Q—K2(b)
10. P—B3	Kt—R4(c)
11. P—Q4	Kt—Q2
12. PxB	QKtxP
13. P—QKt3(d)	

Position after White's 13th move:

Black—14 pieces.



White—13 pieces.

13. . . .	Castles
14. B—R3	Kt—B6ch!
15. PxKt	QxP
16. Kt—Q2(e)	Q—Kt6ch
17. K—R	Q—B7
18. R—KKt	Kt—Kt6ch

19. RxKt	PxR
20. Q -Kt	QxKt
21. QxP(f)	R - K
22. R - B	Q - R3ch
23. K - Kt2	Q - R6ch
24. QxQ	PxQch
25. K - R2	B - B4
26. P - B4	P - KR4
27. B - B5	K - R2
28. R - B2	B - Kt5
29. P - B5	P - KB3
30. B - Q4	K - Kt2
31. P - Kt4	R - K8
32. P - R4	QR - K
33. B - B	R - R8
34. BxKRP	BxB
35. KxB	R - R8ch(g)
36. K - Kt2	R(K) - K8
37. BxP	R(K8) - Kt8ch
38. K - B3	R - R6ch
39. K - K2	RxP
40. R - B4	R - Kt5

Resigns

(a) The move that constitutes the Rice Gambit. Whether correct or not the analysts do not agree at all, and it is not likely that they will do so in the near future.\*

(b) Played almost exclusively here and no doubt the best move. Not so much in vogue is 9... B - K3, to be followed by Kt - QB3 and K - B.

(c) Seemingly very strong. The continuations 10... P - B6 or P - Kt6 are also very good. Not good, however, is 10... Q - B4ch; 11. P - Q4, QxB; 12. Kt - R3, Q - R3; 13. RxBch, to be followed by BxBP.

(d) Played to prevent castling. Q - K2 seems preferable.

(e) If 16. B - KB, Q - Kt6ch; 17. B - Kt2, PxP; 18. QxP, QxR, etc. The Rook, of course, cannot be taken, on account of 16. BxR, Q - Kt6ch; 17. K - R. (If K - B, PxP and B - R6ch follows), Q - R6ch; 18. K - Kt, PxP; 19. B - B, P - B7ch; 20. KxB, Q - Kt6ch; 21. K - K2, Q - K6 mate.

(f) If 21. BxR, P - Kt7ch; 22. QxP, QxQch; 23. KxQ, PxPch; 24. KxP, KxB, and Black will probably win with the odd Pawn. 21... QxBP; 22. R - KB, KxB gives a less clear game.

(g) Stronger than 35... RxRP; 36. R - Kt2, K any; 37. R - Kt6, winning the KBP.

Of course, attention has to be drawn to the fact that when the game was contested and the notes thereto written the Duras discovery of 16. R - K5 was not known at all. Had White in this game adopted the Duras move he would have been sure of a draw or win. The game and notes are only of interest insofar as it is shown that 16. Kt - Q2 was not the proper continuation for White at that stage of the game.

\*It should be borne in mind that this remark was made about ten years before the appearance of "Twenty Years of the Rice Gambit."

# APPENDIX.

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## CORRESPONDENCE PLAY IN AMERICA.

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That correspondence chess is in a flourishing state in North America is shown by the considerable number of organizations fostering it, in addition to the fact that there is now a regular publication, "The Correspondent," devoted exclusively to this branch of chess. For the convenience of the growing number desirous of arranging games by mail, we append a list of the various organizations which are active in the cause:

National Correspondence Chess Association—W. N. Woodbury, Roanoke, Va., president; R. E. Brigham, Oneonta, N. Y., secretary-treasurer; H. Helms, 150 Nassau street, New York, managing director; official organ, American Chess Bulletin.

Chess by Mail Correspondence Bureau—Dr. W. C. Browne, Burnside, Pa., director; official organ, The Chess Correspondent.

Correspondence Chess League of Great—New York—A. Taussig, New Dorp, N.

Y., president; W. P. Hickok, 39 Claremont place, Mount Vernon, N. Y., secretary-treasurer; C. L. Rand, 618 Jefferson avenue, Brooklyn, N. Y., tournament director; official organ, the Cranford (N. J.) "Citizen," conducted by S. H. Chadwick.

Illinois Correspondence Chess Association—Dr. W. D. Robbins, 84 Illinois street, Chicago Heights, Ill., director.

Pennsylvania Chess Association—P. B. Driver, Ridley Park, Pa., director.

Nebraska Chess Association—E. P. Sharp, 3435 R street, Lincoln, Neb., secretary.

Chess Amateur Correspondence League (Canadian Branch)—C. F. Davie, 203 Pemberton Bldg., Fort street, Victoria, British Columbia, American tournament director.

The Chess Correspondent—Issued bi-monthly; yearly subscription, \$.50; edited and published by Dr. W. C. Browne, Burnside, Pa.



## CORRESPONDENCE CHESS HINTS.

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Walter Penn Shipley, of Philadelphia, president of the Franklin Chess Club of that city, who, by reason of his strength as a player over the board and by correspondence, is an acknowledged authority on the subject, prepared an "Open Letter" for the benefit of the participants in the huge inter-State team match between New York and Pennsylvania, in which 254 players figured on each side, under date of November 9, 1901. It is reproduced in large part herewith for the benefit of correspondence players generally. Mr. Shipley emphasizes the importance of keeping a scrap-book of the best published games grouped under the various openings, with their sub-divisions. The name of Mr. Shipley will have a weight with chess players such as few others would command. The text of the "Open Letter" in question, slightly abridged, is as follows:

If by a careless or hasty move a fine position, or even one of the games is lost, do not be discouraged. Forget that you had a winning game and allowed it to slip through your fingers. Play the game from its present position with renewed energy; a draw is almost as good as a win. If, however, the game is hopelessly lost, resign it, and fight the harder on the remaining game. Do not, however, for an instant let the thought enter your mind that because you have lost one game you **must** win the other. Play steadily; any one that goes out of his way to hastily force a win out of an even position is almost certain to obtain an inferior game. A draw is always creditable in a match. I do not advise timidity; but do not venture carelessly on unknown grounds. Take no chances. Steinitz said he always, in every position, played against the board; this is especially

applicable in correspondence play. Always assume your opponent will make the best play. If in an intricate position there appears to be an inviting line of play that is brilliant and sound except for one reply, and that difficult to see, and even if found by your opponent does not mean sure defeat for you, leave that inviting line of play alone, and play a hard, safe game. Brilliant lines of play are always tempting, but unless you see clearly the conclusion they are "a delusion and a snare." The annotator of your game will likely say you clearly overlooked such and such beautiful continuation and will give some lines of play that might, with the assistance of inferior play on the part of your opponent, have taken place, while he will entirely overlook the best line of defense. That is to be expected. The criticism of the average annotator amounts to nothing.

If, however, you had a bad game, sometimes it is good generalship to take chances; in this, you must be the judge.

I particularly caution you all against being in a hurry to finish the game. The pleasure is in the play, not in the conclusion of a game.

If you have a fine position, do not get provoked and impatient if your opponent takes all the time allowed him under the rules; and above all do not try to even matters by rushing off your answers. Never reply to a move the same day it is received; look at the position that day and then again the following day. No matter how many hours' study you may have given a position, you will be astonished how often a five minutes' study the following day, when your brain is clear, will upset analysis which seemed conclusive.

The great Steinitz once, after hours of study and analysis, announced that he had discovered a simple yet perfect defense to the Evans Gambit; he was so sure, that the analysis was copyrighted, over a column given to it in the "New York Sun," and copies mailed all over the world. But as soon as published a Kt player, after five minutes' looking at the position, proved conclusively that by a simple sacrifice, a combination two moves deep, Steinitz's perfect defense was an absolutely lost game. Steinitz was deeply mortified, but his only reply was that "even masters blunder."

I advise against sending conditional moves unless your opponent's reply is forced. Do not afford your opponent the opportunity of considering several lines of play, knowing in advance definitely your reply. And even if your opponent's reply is forced, if the position is intricate, by not forestalling his reply you gain extra time for careful study. It is always better to look at a position, say half an hour each day for three days, than an hour and half one day.

It cannot be overemphasized not to be in a hurry with your game; if you do not feel like studying the game one day, put it away and look at it the following day. Your ten days of extra time are for use.

When your game is hopelessly lost, resign; but if you have any chances other than that of your opponent making a rank oversight, worry along; many a bad game has been won because the player with the upper hand became careless or impatient. How often you hear a player say, "Yes, I had a won game, but invariably when I have a winning advantage I lose interest, become careless, and throw the game away."

This statement, as a rule, is exaggerated. The player may have had a winning game, but it took good play to win, and, if the truth were known, he mentally scored that game as won, and then was too lazy to do any further work.

Never go back while a game is in progress and see what might have been done. Play the position as it is; waste no time over vain regrets. These are always demoralizing and take away the keen edge of thought necessary for successful analysis.

### Now for a Few Practical Hints.

As soon as your opponent's card is received mark on the addressed side the day and hour received, then put it in your pocket-book to study at your leisure.

Keep the cards of each game separate in a pack with an elastic band around them. On the outside have a blank card the same size as the postal cards upon which to keep the score. If such a card is properly ruled, you can easily keep on it 18 or 20 moves. Always mark on your score card the date you mail your reply and the number of extra days, if any, used. When you take extra time be sure and notify your opponent of the days taken, otherwise he has the right to score the game on time limit.

Never ask for a move back nor allow your opponent to retract a move, no matter how gross was his error; accuracy in writing out moves is part of the game in correspondence play. Adhere strictly to all the rules, especially time limits, and compel your opponent to do the same.

Always look twice at your card after you have written down your move and compare it with the position; about ten per cent. of correspondence games are lost by clerical errors.

I recommend the following form for your correspondence:

GAME A.	GAME B.
Received 1 — P-K4	Received 1 — P-K4
Reply 1 — P-K4	Reply 2 — P-KB4
Using the fractional notation.	

Until the game has progressed at least 12 moves, with each move, play the game over by your score card from the start.

Never rely on your memory for the position. After the game has progressed 12 or 15 moves, make a diagram of the position, and having made sure your diagram is correct, thereafter play the moves over from the diagram.

This method has the advantage not only of avoiding mistakes, but by playing over the last few moves combinations are recalled which otherwise would have been forgotten.

In an intricate position do not rely for study entirely on your pocket chessboard, but frequently place the game on a board similar to the one you use at the club.

As I have been asked by many competitors

in this match what books I should recommend, I give the following list:

Chess Openings, Ancient and Modern. Freeborough & Rankin; \$2.00.

Cook's Compendium (with Emery's Supplement), \$2.50.

Modern Chess Openings. Griffith & White; \$1.00.

Modern Chess Primer. Cunnington; \$1.50.

Chess Strategy. Edward Lasker; \$2.00.

St. Petersburg Tournament Book, 1909. Dr. E. Lasker; \$2.50.

The Chess Digest. M. Morgan; Vols. 1, 2, 3, each, \$3.50.

The Chess Digest. M. Morgan; Vol. 4, \$5.00.

American Chess Bulletin, 150 Nassau street, New York; per year, \$2.00.

British Chess Magazine, Leeds, England; per year, \$2.00.

Chess Amateur, Stroud, England; per year, \$1.50.

The various items in the foregoing list may be obtained through the American Chess Company, 150 Nassau street, New York.

Bear in mind, however, that a correspondence player should not rely blindly on the accuracy of any book variation or analysis. The books are most useful as guides and offer valuable suggestions of various lines of play; but, in many cases, that is all.

Lasker once said, "Show me any three variations in the German Handbook, and I will show you two that are imperfect," and I believe he was right; yet there is no more accurate book on the openings than the German Handbook.

## RULES FOR CORRESPONDENCE PLAY.

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Correspondence players are not exactly of one mind with regard to the rules under which they are accustomed to conduct their games. Some day we may hope for a code universally accepted and used. In the meantime, we can merely place at the disposal of our readers such rules as have been most generally in vogue. W. Moffatt, of England, is the pioneer in the attempt to attain common ground for this purpose and his first draft for an international code is submitted, together with several sets of rules which have done duty on this side of the water.

### ANGLO-AMERICAN CHESS CODE.

#### PART III.

#### Rules for Correspondence Play.

In these rules the King move penalty does not occur. The time regulation is, in principle, in agreement with that of over-the-board play; a stated time is allowed for making a specified number of moves. If in over-the-board play an hour is allowed for making twenty moves, the average time allowed per move is three minutes. If in correspondence play the time allowed for making twenty moves is forty days, the average time allowed per move is two days (forty-eight hours). In both cases time saved can be utilized later.

#### 1. THE USE OF BOOKS. PERSONAL ASSISTANCE FORBIDDEN.

During the game a player may consult works on chess, but may not receive advice from any other player as to the conduct of the game.

#### 2. THE "AVERAGE" TIME REGULATIONS.

(a) Each player is allowed 40 days for his first 20 moves, 60 days for his first 30 moves, and so on.\*

(b) Time not exceeding 24 hours is reckoned as one day; time exceeding 24 hours and not exceeding 48 hours is reckoned as two days, and so on.

(c) If a player exceeds the time allowed for making his moves his opponent must claim the game.\*\*

(d) Unless otherwise agreed a record is "despatched" by a player when it is posted to his opponent's appointed address, and "received" when it is delivered at this address.

(e) A player's time is reckoned from "receipt" to "despatch."

(f) If a received record is faulty the receiver is allowed two days for making the demand for its amendment. Any excess over two days must be reckoned as playing time spent by the excedder.

(g) The following are not reckoned in either player's time: Sunday, any general holiday, and any day specified by either player with reasonable notice to his opponent.\*\*\*

\*By this rule an average of two days is allowed for each move. If not considered sufficient, 2 1/2, 2 3/4, or 3 days may be adopted.

\*\*It is necessary to be strict in this matter, in order to prevent injustice to other players in the same match or contest.

\*\*\*This provides for the cessation of play on certain days if required by either player, such as the Jewish Sabbath, etc.

### 3. MOVES IRREVOCABLE.

A player who has despatched the record of a move of his own must abide by the record so despatched; he may not alter it by addition or otherwise, except in compliance with a legal requirement.

### 4. ILLEGAL MOVES.

If a player, for the first time in the game, despatches a record which can not be interpreted as expressing a legal move, the opponent must require him to amend the record so as to express a legal move. If the defaulter's amended record, or his record of any subsequent move of his own in the game, can not be interpreted as expressing a legal move, he forfeits the game.

### 5. AMBIGUOUS RECORDS.

(a) If a player, for the first time in the game, despatches a record consistent with each of two or more legal moves, the opponent must require him to amend the record so as to express only one of these moves.

(b) If in the same game the same player commits a further offense of this kind, the opponent may select any one of the legal moves consistent with the ambiguous record (specifying with the reply-move the move selected) and the offender must adopt the move thus selected.

(c) If a player receives a record consistent with each of two or more legal moves, and without pointing out the ambiguity sends the record of a move in reply, his opponent shall be allowed to select which of the legal moves

aforsaid the ambiguous record shall be interpreted to mean; and if a move differing from this interpretation has been adopted it must be annulled, together with any moves that have been adopted subsequently to it.

(d) A record may not be treated as ambiguous if it is accompanied by a continuation which determines the interpretation.

### 6. REPLY RECORDS.

A player sending a reply-record must specify:

(1) The move (and the number of the move) to which he is replying.

(2) The number of his reply-move; and

(3) The time (in days) he has occupied between the receipt of his opponent's record and the despatch of his reply-record.\*

A player complying with a legal requirement must specify the time (in days) he has occupied between the receipt of the requirement and the despatch of the reply.

If a player in sending in a reply-record or in complying with a legal requirement omits any specification due from him under this rule, his opponent must require him to supply the omission or omissions. If the defaulter refuses, he forfeits the game.

\*Suppose the "receipt" is on February 3 and the "despatch" on February 4. The player only can tell whether the time occupied is one day or two days. Sunday or other day not reckoned may occur between "receipt" and "despatch." Hence for his own protection the player should report the time occupied. A case of default is easily proved by the production of the reply-records.

# NATIONAL CORRESPONDENCE CHESS ASSOCIATION TOURNAMENT RULES.

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1. Time Limit—Time is reckoned in days, fractions of a day to count as whole day, and starts with the actual personal receipt of a move, stopping when the reply is posted. All games in N. C. C. A. tournaments are subject to the following schedule and, in case a player oversteps the limit, he may either pay a fine to the treasurer of the association of fifty cents a day for each day he has run over, or he must resign the game.

No. moves.	10	20	30	40	50	60	70
No. of days.	10	30	50	65	80	95	110, etc.

The amount of time used should be checked up every ten days as indicated. This schedule allows the saving of time for critical positions by moving rapidly in the opening.

2. Vacations—Any player can take a vacation of two weeks at any time, but he must notify all his opponents and the tournament director on or before the vacation is to start. Only one such vacation is allowed to any member in any one year.

3. Sickness If a player is compelled to drop out of the first round of any tournament by sickness before he has completed any games, his tournament fee will be refunded to him if he presents a physician's certificate to the President.

4. A player who has despatched a record of a move of his own must abide by the record so despatched. However, if the move be made while under mistaken ideas of the position of the men (that is, having the pieces incorrectly set up) and it is evidently a mistake and a losing move, the adversary may allow the player at fault to retract the move upon payment of a fine of \$1.00 to the Treasurer of the Association.

5. If a player for the first time in a game despatches a record which cannot be interpreted as expressing a legal move, the opponent must require him to amend the record so as to express a legal move. This must be done the same day the bad move is received, and all the time consumed between that date and the date when the corrected move is received will be charged against the player at fault; provided, however, in case this makes him overstep the time limit at the next day of reckoning, that he be allowed to check up his time ten moves further on instead. If he is still over he must suffer the usual penalties. In case of a repetition of this offense, the player at fault must immediately suffer the usual penalties, as in cross-board play.

In case of an ambiguous move, the first fault is treated as above, but if repeated, the player receiving may interpret the move at his volition. Penalties of this sort must be sent with the next reply.

6. Consultation with other players is strictly prohibited.

7. Upon the completion of a game, the winner must send the score to the tournament director, who will place it on file. This may be done immediately, but must be done before the close of the round or the player will not receive credit for the win.

8. Games of a withdrawing player which have been finished will stand, but he must forfeit all other games. The fees of withdrawing players will not be returned, except as mentioned, in case of serious sickness.

9. Questions not covered in these rules will be decided by the tournament director, in consultation with the President.



# PILLSBURY NATIONAL CORRESPONDENCE CHESS ASSOCIATION TOURNAMENT RULES.

---

1. P. N. C. C. A. tournaments are open to all members of the Association.
2. No player shall be required to play over four games at one time.\* Players, however, wishing to play more than the four games simultaneously will, as far as possible, be accommodated.
3. Each player in a section shall play at least one game with every other member in that section; drawn games to count one-half to each player.
4. The players (the number to be determined by entries) in each section having the best score shall play a final round, to be governed by the same rules as the preliminary round, each player playing one game with every other player. The winner in each division shall have the privilege of challenging the champion of that division for title and cup, the matches to be arranged by the tournament committee.
5. Special prizes for brilliant games, announced mates, etc., shall apply equally to any game played in the tournament, whether preliminary or final round. They shall also apply to games when one of the players has subsequently withdrawn from the tournament, provided that the winner of such prize in a game of this description be the player remaining in the tournament. No prize shall be awarded to a player withdrawing from the tournament.
6. Players withdrawing from the tournament shall forfeit all games finished or unfinished; provided, if two or more players have completed their games with a withdrawing player, the actual results of games so finished shall be taken where it affects the standing, against each other, of players so concerned. The entrance fee of withdrawing players will not be returned.
7. In the event of two players tying for first place in the preliminary round, the player winning the individual game will be entitled to said place. If this game was drawn, both contestants will enter the second round.
8. If two or more players in the final round made equal scores and tie for first place, a match between those concerned shall decide the winner.
9. The time limit between receiving and posting replies shall not exceed seventy-two (72) hours, Sundays excepted, and in case of a violation of this rule without reasonable cause (the referee to decide what is a reasonable cause), the player violating the rule shall forfeit the game; provided, however, that a player has, in each game he plays, seven days of extra time, which he may avail himself of, a day at a time (fractions of a day to count as a whole day), or two or more days consecutively; but in taking advantage of this rule the player exceeding his time limit must, in sending his reply to his opponent, upon which reply he has taken over the seventy-two hours, notify him as to the extent or exact amount of extra time taken.
10. The winner of each game, or in case of



a draw, the first player shall forward in five days the score of game to the recording secretary. If this is not done the referee shall have power to cancel said game.

11. A move once despatched cannot be recalled. If a legal move, it must be abided by. If an illegal move, it will be subjected to the same penalties as for a false move played with an opponent vis a vis (except in case of first offense provided for in rule 16). The rules of the American Chess Code to govern.

12. Neither player shall be obliged to send more than one move at a time; but if either choose to send more, the moves so sent must be considered irrevocable, if legal, and punished in the manner before stated, if unlawful.

13. When several moves are sent at once and one of them is found illegal, the sender must suffer the punishment for a false move and the game proceed from that point. The subsequent moves which were forwarded with the illegal one must, however, in that case, be cancelled.

14. If a player assumes that his adversary will make certain moves, and sends hypothetical moves, they shall not be binding, unless the adversary makes the moves assumed. A series of hypothetical moves must be answered within the time limit, i. e., seventy-two hours.

15. If a player sends more than one move, the adversary may select which he pleases.

16. A player sending false or illegal move, or a move bearing more than one interpretation, shall be at once notified by his opponent, and such player may then correct error, provided he do so within twelve (12) hours after receiving opponent's notification. And for this offense he shall suffer no penalty,

except that two days of his extra time, as provided for in rule 9, if he has that amount left, otherwise all the spare time that remains shall be deducted; provided, however, that no player is to have the advantage of this rule more than once in a game.

17. A move not intelligibly described incurs the penalty of sending no move, though in this event the receiver is bound at once to notify the opponent that move was unintelligible.

18. If a move bear more than one interpretation, the player receiving it shall give his own interpretation of said move, with his reply, and moves so made shall be final (except as in case of first offense, provided for in rule 16). If this is not done, the move must be interpreted according to the intention of sender.

19. Every player shall be entitled to a vacation of four weeks in each year, taken consecutively for a week at a time. The player claiming vacation must forward his moves to his opponent, stating the number of weeks he proposes to take, and at the same time notify the corresponding secretary. His opponent shall not be bound to mail replies until such time has elapsed.

20. The referee shall decide all disputes arising, being governed by above rules as far as practicable. In case of referee resigning or being unable to act, the executive committee shall select a substitute.

21. A player being sick or otherwise unable to continue his games, providing none of the players in his section object, may have a substitute play for him until he is able to resume games.

22. Contestants are placed strictly on their honor not to consult in tournament play, and any known infraction of this trust will subject offenders to forfeiture of rank and score.

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